

ISSUE 148 JANUARY 2005

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THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES

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# Welcome

# Welcome to NOM UK



The tree's up, the games are filling your wish list and Christmas Day is getting so close you can smell the Brussels sprouts and roast potatoes.

At the time of writing it's three weeks to the big day, but if, like us, you're worried that someone is gonna buy you something rubbish, the NOM boys are here to help with our bowel-shaking festive extravaganza. It's a survival guide, celebration, cook book and a kit for your tree, ensuring your Christmas is the best ever and that you get what you want!

Games don't just stop at Christmas either 'cos the first classic of 2005 is mere days away. Just save any money you get from your gran – more Link action is heading into town!

On that note, it leaves me to wish you all a merry Christmas from everyone here at NOM. See you in January for what promises to be a Nintendo year to remember!

Enjoy the mag!

*Tim Street*

Tim Street, Editor



# Nintendo®

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(and the game they want this Christmas...)

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For more information, see p112.

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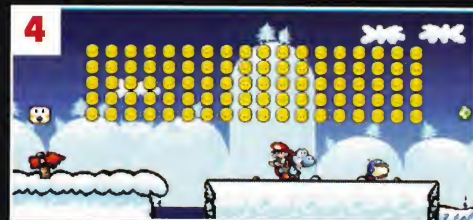
Is *Mario Power Tennis* gonna win?  
Find out on p58





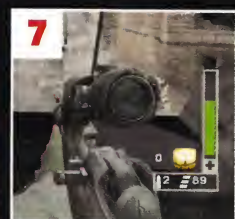
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The Legend of Zelda: Four Swords Adventures \_\_\_\_\_ p008



## 10 Things we didn't know last month...

1. Pink-Link-Mike has such hatred for mankind (*Four Swords*, p008)
2. Green dinosaurs and giant Boombas have invaded one of the best games ever (*Super Mario 64 DS*, p019)
3. We'd drool to the point of dehydration over three screenshots (*Legend of Zelda*, p022)
4. You won't need to wear those crap hats you get in crackers this year (*NOM's Xmas Extravaganza*, p038)
5. There would ever be a game with 'Dragon' and 'Ball' in the title that's actually good (*Big in Japan*, p037)
6. Tim Street, lover of *Mario Tennis* on N64, has 'issues' with the new GC one (*Mario Power Tennis*, p058)
7. 1940s guns were less accurate than peeing into a gale (*Call of Duty*, p080)
8. Calling a crap game *GoldenEye* doesn't make it good – actually we did know that (*GoldenEye*, p088)
9. We'd have anything bad to say about *Metal Slug* (*Metal Slug Advance*, p090)
10. Seal sings Christmas carols (*Club Seal*, p122)



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Will *The Incredibles* be... um... alright?  
Find out on p92



# The Legend of Zelda: Four Swords Adventures

## Game info

Price: £39.99  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1-4  
Memory: 3 blocks

OUT  
JAN 7th

One boss-battling, puzzle solving Link is normally enough. But four Links? This must be the *Zelda* game of dreams!

> Link's dashing through Hyrule on his way to save poor old Princess Zelda. Through the bushes he spots a menacing Octorock heading towards him. He grabs his sword and unleashes a world of pain. It disappears in a puff of smoke and a gem magically appears in the Octorock's place. Woo-hoo!

Link gleefully approaches the gem, but out of nowhere a Red Link blitzes in, whacks him with the Magic Hammer and dashes into a nearby cave.

What the hell's going on?! Green Link gives chase and finds Mr Red scrapping with a Blue Link to see who can open a chest.

Green sneaks by and opens the chest but a gargantuan bomb pops out. All three Links stop dead and start legging it towards the exit. They all get jammed in the doorway and start fighting again while the bomb timer counts down. As it reaches one the Links finally pop out back into the field.

They're surprised to find a purple Link hacking through bushes and collecting gems. Chaos ensues, Green is Spin Attacking all over the place, Red's causing earthquakes with his hammer, Blue's dashing about with his Pegasus Boots, while Purple's laying bombs wherever he can.

The fight's throwing gems everywhere, including a huge one. This goes unnoticed by anyone until bloomin' TINGLE floats in on a balloon and tries to grab it. The Links stop fighting and dash towards Tingle with their swords at the ready. It's gonna be messy... >>>

"The puzzles are up there with some of the great ones from *Ocarina* and the bosses are tough as ever."









>>> Just like a bus, you wait years for a new *Zelda* game to come along and then two arrive at once. Just a matter of weeks after the incredible *Minish Cap* blasted onto your GBA in a blaze of sheer quality, *Four Swords* will now be vying for your attentions on GameCube.

Although this has been

released after *Minish Cap*, *Four Swords* is actually set before Link's latest GBA adventure. Vaati the evil wind sorcerer is up to his old – or rather new – tricks and has kidnapped Princess Zelda. So it's up to Link, Link, Link and Link to rescue her and six maidens who've been trapped in crystals by Vaati. If he was

hoping to pull these six maidens, then he's gone about it the wrong way entirely. If that wasn't enough, there's also a shady dark version of Link with a love for giant bombs, who keeps turning up and causing havoc for everyone.

For once our favourite green-hatted hero

doesn't have to go it alone though. Thanks to the magical Four Sword, he can split himself into four different colours, including a rather embarrassing pinky coloured one. Perhaps he was the White Link until he put his outfit in the wash with Red Link's. You might be thinking "Oh

yeah, I've seen all this sword business in *Minish Cap*", but you'd be wrong, you dolt! This is the Four Sword of dreams because these Links can't just push blocks about and don't disappear after a few moments. Each of these guys can chuck boomerangs, explore on their own and even take on the other Links.

As many of you probably already know, from reading our previews of *Four Swords*, these



■ The multicoloured Links were no friends of Hyrule's dwindling Deku Scrub population. Little fiends...



■ Argue about which eye you're gonna hit. Then hit the eyes!

## GREEN LINK'S ADVENTURE



I'm the original and the best. I don't know who these pretenders are, but they need to do what I say. They need to obey my Green Hat of Justice and co-operate. I'd get nowhere if I didn't plan on working together. I swallowed my pride for a few hours and learnt it's not all about me. I had to take arrows in the chest for Mike, have Dean screaming at me to stand on a switch and Tim telling me not to collect a heart piece 'cos he was about to croak.



■ Only four wands will do here



■ Teamwork in action as the boys collect firewood

A typical puzzle will be a dungeon with a locked door. While I was smashing up pots or taking on a Stalfos, Mike would shout "It's a button puzzle! Come on, fool!"

Sometimes progress relied on formations. To lift up a log we had to stand in a horizontal line, or to pull a huge switch we needed to all stand vertically. In a couple of hours we were chatting along in multiplayer *Four Swords* more than we'd normally speak in an entire day.

This co-operation rubbish got on my nerves! Time for a Shadow Battle death match where you take out your frustrations in a number of different arenas – perfect for some 'me time' with my Magic Hammer...





■ Big explosion out here. No big explosion in there. What will you do?

coloured Links are a recipe for multiplayer *Zelda* – as long as you've got a GBA for each player. It's like the guys at Nintendo heard your whispered prayers each night and created this game of joy just for you. Obviously if your prayers were about making a multiplayer version of *Doshin the Giant* then you'll be sorely disappointed, as well as stupid.

The beauty of the multiplayer means you'll have

up to four brains all working out the numerous and often tricky puzzles. Thank the lord!

The amount of times we've played *Zelda* games and almost ripped our hair out

because we can't work out where in the world to go or what item we might need.

Remember the Magic Cape in *A Link to The Past*?

We almost took our Super NES to the circus and let elephants stamp it into the ground because we didn't know where to find that.



■ There's five tents! How are you gonna see all the strippers at once?

But now four people will be firing up their neurones to crack even the toughest tests. Don't worry if you're playing on your own, though. Although some puzzles will have you scratching your head in typical Hyrule-fuelled bewilderment, there's always that moment when *Zelda* logic kicks in and you realise you need to hit all the switches with your boomerang or just kill everything in the room.

Perhaps the trickiest puzzles are those revolving around the

light and dark worlds. It's like the parallel dimensions in *Prime 2*. You'll enter into a dungeon room and spot a chest on the other side. You know you NEED to get to that chest, it could contain a vital door key.

You'll walk around for a bit trying to push blocks out of the way, but nothing works and you think it's bang-head-against-wall time. Suddenly you spot a weird area glowing with stars... ta-da time for a Moon Stone. >>>

**"It's great to have your mates along for the *Zelda* ride."**



■ Four buttons need four sets of boots to stamp them down... unless you cut your arms and legs off



■ Avoid the fire, 'cos IT'S FIRE



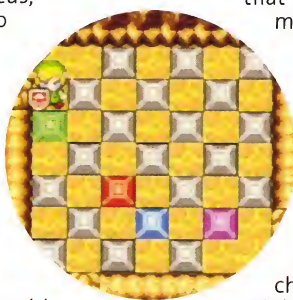
■ The calm before the storm



■ Beautiful, beautiful teamwork



»» These stones, which only work in certain areas, act as a portal into the dark world. Once you've entered the dark world it's GBA time. Although the main game is based on your GameCube and TV, once you enter houses, go under bridges or warp to the dark world, the action will shift to your



handheld. This is to make sure that when playing multiplayer each player doesn't have to wait around for someone else if they want to go off and explore the screen. One person can be chasing Cuccos, another can be chatting to a dude while another sneaks off and looks for treasure.

**"The mini-games almost beat Wario for crazy multiplayer fun."**

There are times when you have to wait until one of your mates has finished exploring on their own. But if you wait near the exit, a GBA screen will flash up on the TV so you can check exactly what they're doing and make sure they're not trying to nick all the items or Force Gems.

The connectivity in *Four*

*Swords* isn't just a gimmick to try and make you buy lots more GBAs. It works almost flawlessly and means that although you're always working as a team to progress through the levels, you can each have your own little personal adventure.

Don't worry if you want to just play alone and haven't got



■ Each Link gets a colour, so why are all the Eponas brown. That's horseism, right there

■ **Shadow Link is on the attack.** Look at him there... yes, the shadowy one



## RED LINK'S ADVENTURE



I'm the Red Link. I used to be the white Link, but I spend so much time wading around in guts that it's hard to get the suit clean again. I reckon if you like slaughtering legions of Hyrule soldiers that are just doing their job, *Four Swords* will blow your mind.

There's no sound more glorious than the shrill whistle that signifies a massive attack. You've taken down soldiers before, but *Four Swords* squeezes a whole army onto your TV.

A whole army means 50 men or more. Fifty fairly weedy men admittedly, but 50

men for you make explode into nice curly smoke nonetheless. Winner.

The game keeps a counter of how many men you've slain without them getting a swipe back at you. There's no cheating, though. You can't just break out the Fire Rod and charge through them like a raging forest fire – those kills don't count on the tally. Nope, you've got to get in there with the sword and keep moving so you don't get overwhelmed.

Take out the guys with bows as quickly as you can, or they'll ping arrows at you across the width of the screen. It's carnage



■ Something's cooking...



■ Ass kicking, SP or GC, it's all the same to us



■ Blue Link: "I didn't press anything!"



# Haven't we met before?

This isn't the first-ever multiplayer *Zelda*.

Those of you who've got *A Link to the Past* on GBA may be familiar with *Four Swords*. If you haven't got *A Link to the Past* then run out and buy it NOW... bought it? Good.

*Four Swords* actually appears as an extra for those who can find

some mates with GBAs to link up with. Although it features the same gameplay dynamics as its GC brother, it's no where near as good as this latest adventure. So don't be put off by thinking you've already got *Four Swords* because you haven't and you'd be stupid to miss out.



Green was so hungry he went nuts and tried to grill Red. But there was no BBQ sauce...



After the almost-eating-him incident, it took Red a long time to feel safe with Green again



When it rains blue rupees you know you're doing well. Brown ones, not so much

a GBA because an SP screen will appear in the middle of your TV whenever the action would normally switch to the Advance screen. It's not a real SP though, so don't try forcing GBA games in your scart socket. If there's a puzzle which requires you to



look at the GBA and the TV at once then the SP one will shift to make sure you'll be able to tell what's going on.

Going back to the dark world, everything is an eerie and wobbly version of the normal world on the GC. The other Links are just shadowy forms of

their former selves, as well as any monsters back in the light world – so you can always run into the Moon Gate when things are looking a bit nightmarish in the light world.

Things you do in the dark world will have an effect back in the parallel dimension. So, hitting a crystal switch removes the blocks that were previously in your way or defeating enemies in the shadowy world could open a door in the light room. The

infamous *Zelda* chime plays as you open up a new area and you dash into the light world and back onto the TV. It's a recipe for perfect puzzles.

Other brain benders are anchored around the four Links making a different formation. There are four shapes to adopt; vertical line, horizontal line, a square and a cross. These formations are normally used to trigger switches all at the same time, but they can be used in other ways. >>>



It's spiky AND on fire. Cool

basically and that's what you want. The screen pans right out, so you're in no doubt as to the scale of war you're taking on single-handedly.

Yes, single-handedly. Tell the other three Links to go and hide in a cave, or make a cup of Deku Leaf tea, or something. Every bad guy they slay is one less that's going to be added onto your escalating combo meter of death.

The only thing better than slaughtering a room full of militia is taking down a boss – a real swine of a boss that tests your skill to the limit. Or tries your patience as the other players spectacularly fail to do their bit.



OMG! Look at all those arrows! Lucky we wore our brightly-coloured-but-flimsy tunics... aaaaaaaarggh...





■ Green Link didn't know that this was 'jump if you hate Zelda' day



■ That's not what the others say...

>>> You can fire arrows/Deku seeds from your slingshot in particular directions and even to melt an ice wall with the flame throwing Fire Rod. In single player the changing of formations becomes second nature – you quickly press **L** then choose which form.

Brain tests are also based around the different coloured Links. You might enter a room and find a maze of blocks in your way. Although you can push some of the grey

blocks, there are other coloured ones you just can't move. This is because only the corresponding coloured Links can push them out of the way. Obviously if you're playing multiplayer you'll each run towards the different blocks. But if you're by yourself you can select which colour you want to control by pressing **L** to cycle through them.

You'll be tackling puzzle after puzzle because this is pure *Zelda* action at its best.



Normally in games like *Ocarina of Time* or *Link's Awakening* the action heats up during the dungeons. That's normally when you have to take on scores of Wizzrobes or soldiers. But in *Four Swords* each of the 24 levels is a quick blast of gaming that lasts around 40 minutes.

Unless, like us, you can't work out how to get a bloody log out of a cave and end up walking around for TWO hours trying to find alternative ways into it. Then we got a pounding headache and were close to lobbing our Wavebird at the TV. But we're still playing because we love *Zelda* and HAVE to get to the next



■ All zombies are cool. All of them

level to see what's in store.

Because it's a series of levels, you no longer have to spend ages trawling from place to place, which is a real blessing. The downside of this is the lack of side quests to divert your attention from the main adventure. Part of the charm of previous *Zeldas* has been that there's so much to do

## BLUE LINK'S ADVENTURE

**E**ight mini-games, one green-suited panto reject, four people for a riotous time. That's all that was needed to take on the power of the

**Tingles in their Tower.**

After choosing my warp pad and chatting to some local, it was into battle against a fat woman, hundreds of Octorok and the

chance to have someone smash a hammer over my head. Still bewildered by that last sentence? Then read on to learn more about what goes on in the Tingle Tower...

### VOLLEY BY GOLLY



■ A fat lady wants to lose weight, so she chucks me a coloured ball which I smash back at her with my sword. It changes colour for my lookalike and he smacks it into her. Bingo. No more bingo wings for you, old bird. It gets quicker the more you hit it. Thankfully *Zelda* tennis is better than Mario's racquet and ball antics.

### MOLE MELEE



■ Last time I took part in a Melee I was slicing up Bowser aboard the Great Fox. Now it's all about hammering moles and getting double points for hitting your own ones. Your opponent can hit yours if they get in first, but luckily they'll be punished for their evil if they're always denying you double points. Tingle no like cheats.



# Who the hell let Tingle in here?!

The Nintendo character you'd most like to punch makes his return.

■ Oh Tingle! What an idiot you look in your big green body stocking! Ha ha! You're floating along on that stupid balloon and you look a right sight. Hang on though, what's this? Tingle's only trying to pinch our Force Gems!

That's right the Hyrule's campest character doesn't only look like a prat, he's also a thief! If there are loads of Force Gems on the screen and you leave them too long, Tingle will float in and take them. We're not having that... take this arrow up your ass!



Tingle's spied that Force Gem and he's after it. He probably wants to buy a new thong



Aaargh! He's trying to grab it. That's ours Tingle you dirty weird thief!



Ah, a quick throw of our boomerang and the Gem is rightfully in our hands. Ha ha!

beside the usual fare of saving Zelda and Hyrule.

It's a shame these have been removed from *Four Swords* and the adventure is very linear. But there's some hope because a few levels feature side-quest type elements to keep you sweet. Perhaps the best example of this is in Kakariko

Village where there are all sorts of people waiting for your help: one guy's wife has left him and he needs a Cucco to keep him company; an apprentice mage has accidentally made a house disappear; and a bloke needs a bunch of thieves rounding up. These quests, which you must

do, are a breath of fresh air and help change the pace of the gameplay nicely.

But it's unlikely you'll be bored, 'cos *Four Swords* looks great. Don't be fooled by the 2D graphics because this has more character and style than most games vying for your pocket

money. It's probably one of the most colourful games we've seen all year. Each level has a different style, from icy snow stages to sandy pyramids. The locations are textbook *Zelda* from *A Link to the Past*, but have been given a truly beautiful GameCube makeover. >>>



**"Each of you wants to be the biggest hero, so play dirty."**



■ In Hyrule we don't tag people with our hands, we clock 'em over the head with a hammer to knock 'em out.

The one who holds the hammer for a minute is the big loser, but you can get a quick escape – hit the warp pad to go into the dark world and try and fox your opponent.



■ The name of this mini-game says it all. Slice, dice and burn as many bad guys as possible.

You know you're not meant to hit Buzzblobs with your sword; it causes electrocution. So what did you do? That's right, hit it with a sword and see your Force Gems scatter everywhere for the other Links to nick. Bloody hell!



>>> You can tell this is classic *Zelda* not only from the graphics and the awesome *Zelda* music blasting from your TV, but also from the items you'll need to make your way through the levels. A *Link* to

the *Past* items like the Fire Rod and Lantern are all here and will have *Zelda* fans beaming with joy.

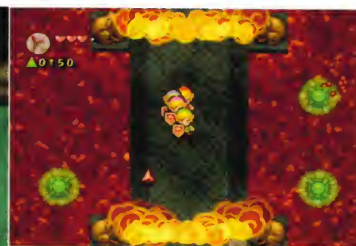
Their only downside is the fact you can only carry one at a time, which adds to the puzzle element in multiplayer because you'll have to decide who can carry what. But in single player it can be a bit of a bore because you have to

keep swapping items. Normally if you need a particular item for a certain puzzle it should be fairly accessible, but there are times when you have to go back and forth just to get an item. It's not too much of a pain, but it's a tad frustrating.

Overall the multiplayer is more of a sheer joy to play, there's none of the trawling



■ Green went solo after having his ass burnt by the Fire Rod AGAIN



■ Cuddling each other is not gonna help here, little Links

back and forth to fetch items and it's great to have your mates along for the *Zelda* ride. You'll constantly be challenging your pals to see who can kill the most Octorocks, not die during a level or collect the most Force Gems. These multi-coloured gems are the cause of most arguments because they add to your overall Hero ranking at the end of the game. Of course, you each want to be the biggest hero, so you'll be playing dirty to try and get as many as possible, sometimes



## PURPLE LINK'S ADVENTURE

Link has a special power: when he gets chopped he doesn't lose limbs or bleed, he just flashes and drops money. That's a shame 'cos in multiplayer I often wish I could decapitate another Link's head.

People suck. They're stupid, money-grabbers who spoil multiplayer games. I'd rather play this in single player. Three Links live to follow. They're like drones. That suits me fine. I don't have to put up with all this...

### FEAR OF DEATH



■ I die and my cash is looted. Where's the god-damn loyalty in that?

### BURNT TO A CRISP



■ Link screams and grabs his ass if he's on fire. We've all seen it. PACK IT IN!

### SOMETHING FOR NOTHING



■ I kill the enemies. I EARN the Gems. But others steal them. That's low.

### WAITING FOR THE WEAK



■ Crap players slow you down. Some idiots can't even land in cannons...

### HANDS OFF!



■ Lobbing a player away from the riches is dirty. I want a crap-in-face button.

### WHEN ARMPITS ATTACK



■ Boss battles mean sweat and their armpit poison burns my nostrils.

### QUIET LIKE A BOMB



■ Infiltration requires STEALTH. Watch out for dumb-ass POT SMASHERS!

### RANK AS POO



■ The ranking rates penny pinching not skill. *Zelda*'s for puzzles and exploring.





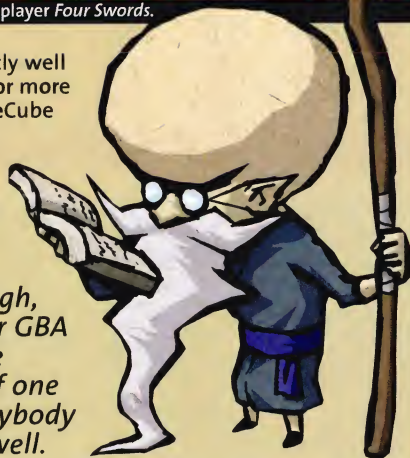
# Sturgeon tells all

The Wind Waker's brainbox explains how to play multiplayer *Four Swords*.

■ Although you can play *Four Swords* perfectly well by yourself without a GBA, if you want two or more players you'll need a GBA along with a GameCube to GBA connector for each player.

Make sure the number of GBAs you need are all connected to the GameCube before you start playing. Then just select either Hyrulean Adventure or Shadow Battle and start playing to your heart's content.

**WARNING!** Whatever you do though, don't switch off or disconnect your GBA once playing because it'll reset the game. Unfortunately this means if one player wants to stop playing, everybody else will have to quit the level as well.



even turning your sword on the other Links.

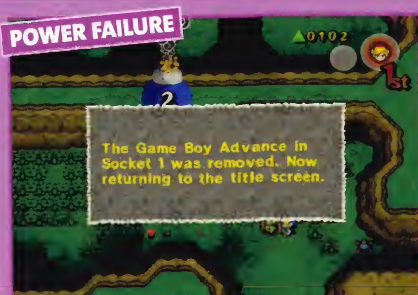
If there's one downside to *Four Swords* it's that some of you won't experience the glory that is four-player *Zelda*. Buying four GBAs is an expensive, although worthy, task and it would be almost impossible to get four yourself. You'll also miss out on the awesome Tingle's Tower mini-games, which almost beat *Wario Ware* for crazy multiplayer fun. Who'd have thought rounding up a bunch of Cuccos could be so much fun?

But don't, what ever you do, be put off if you're only going to play this yourself because it's still a mighty fine slice of *Zelda* action that never slips beyond "great" and into "just good".

The puzzles are up there with some of the great ones from *Ocarina of Time* and the bosses as tough as ever. As soon as *Four Swords* hits these shores you better Spin Attack your way straight to the shops because this is the kind of gem that'd normally be locked in a chest and guarded by Ganondorf himself.

**"All in all, *Four Swords*' multiplayer is a sheer joy to be a part of."**

## POWER FAILURE



■ If one GBA runs out of power, it's switched off or unplugged during play, it's Game Over. Disasters will happen.

## WEAPON THIEF



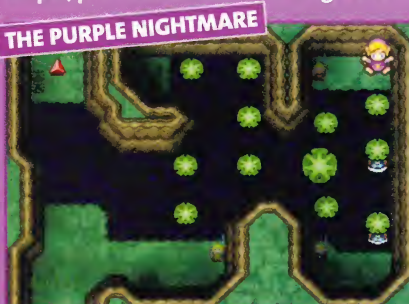
■ Sometimes there aren't enough weapons to go around. Players need to SHARE THE WEALTH, not hog it all and let you get mauled.

## WALL HITTERS



■ Some levels are tough. When I get stuck I use my *Zelda*-brain. Wall Hitters try stupid, pointless stuff... like hitting walls.

## THE PURPLE NIGHTMARE



■ Don't laugh when I'm Purple Link. I hate people taking the mickey out of his colour. He's still a dude. He still has a sword. He still kicks ass, just with a purple boot.

## So, should you buy it?



### Yes if...

You've made yourself a green glowing fairy out of a light bulb and some paper wings.

### No if...

You're Ganondorf and you want to smash Link to bits because he keeps annoying you.

### You'll love it if you like...

A *Link to the Past* because this is the Super NES classic with massive bells of glory on.

## GRAPHICS

9

It may not be 3D, but who cares when it's so colourful and full of character?

## SOUND

8

All the classic *Zelda* themes are here but they sound strangely dated.

## GAMEPLAY

9

It's a *Zelda* game, so you know it's going to be great. We missed side quests a bit.

## LIFE SPAN

10

If you can play multiplayer, there's no excuse not to play this every day.

## VERDICT

> The mere idea of multiplayer *Zelda* had me weak at the knees. The connectivity works superbly and in multiplayer this is a riot. But even in single player it's still worthy of the great *Zelda* name. Rob Burman



**BEST BIT:** Getting four mates round and having a blast on the multiplayer. **WORST BIT:** When someone runs in and nicks all your Force Gems.

## SECOND OPINION

> The multiplayer's clever, but the novelty wore off for me. I reckon this is best in single-player mode, but the levels are awesome however you play them. Mike Jackson

**Nintendo**

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WIN THE *FOUR SWORDS* MULTIPLAYER DREAM, SEE P28!





NEWS > PRODUCTS > EVENTS > OPINIONS > COMPETITIONS



# World of Nintendo

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Grab all the kit you need for multiplayer madness

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The boys from *Scrubs* hid their sadness at Keshuui Tendo Dokuta not being a US launch game

## DS BLASTS OFF!

Launch of revolutionary handheld see huge demand.



The Nintendo DS has been a massive success in its first few weeks on sale in

Japan and America.

The American launch on November 21st was almost a complete sellout, with demand for the 500,000 launch units massively outstripping supply. Sales in Japan were equally berserk, with retailers swamped by two million pre-orders when it

launched on December 2nd.

Nintendo has stepped up production to meet the demand and also raised its sales estimates for the system, projecting worldwide sales of five million by March 31st, which would include the European launch. Nintendo has reiterated that rabid demand in the NTSC territories will not affect the European launch date, still stated to be 'before Easter'.

You've probably got your own ideas about which games you want at launch for your DS, but the top two sellers in the US were *Super Mario 64 DS* and *Feel the Magic*. Japan had *Sawaru! Made in Wario* from day one and that was the second most popular game there behind *Mario 64*.

You're probably wondering what all this has to do with Cuba Gooding Jr. and the guys from *Scrubs* in the pictures. Well, Nintendo of America invited a host of stars to a pre-launch event on November 17th. In exchange for Donald Faison of *Scrubs* proclaiming "This the dopest thing I have seen in my life!" he got to take a DS away.

We'll be going mad for DS all the way up to the UK launch, starting right here. As well as hands-on impressions of the most popular launch game (*Super Mario 64*) we've also had a DS in the photo studio so you can get a better look around the machine you want in your life.



■ The world wondered if the Chili's used *Band Brothers* to jam



■ Cuba's green Link jacket meant he bagged a DS. But only just



## Mario 64 DS: The first hour

The first reason why you *need* a DS.

It's been seven years since its release and *Super Mario 64* is still just as awesome to play.

It's always been about 360° control, so we've been battling to get used to the Thumb Strap-operated Touch mode, rather than the D-Pad. Making our way up the mountain in Bob-Omb Battlefield for the first time was a little fiddly, but after a while we got used to it. Subtle movement is the key.

You start off as Yoshi, who can't lift stuff like Mario can,

so the Big Bob-Omb boss has to be defeated differently. Yoshi can't take on Bowser at all so you need Mario and his tail-grabbing skills.

But Mario turns up soon enough when you rescue him from Goomboss, the first totally new boss in the game. The eerie Goomboss world is one of the best in the game. It's made from thin walkways, shifting log lifts, tilting platforms and climbing poles. It's undiluted, hardcore platforming. This level is the reason you play

*Super Mario* games.

We wandered into the top-right door in the main hub for some secret slide action and found another NEW world: Sunshine Isles. It's small, but it has the music from Delfino Isle in *Mario Sunshine*. Awesome.

Each and every level has something new in it and we can't wait to plough further into this classic to see what new platforming goodness it has in store. We've got to go now. There are Stars to be found. More next issue!



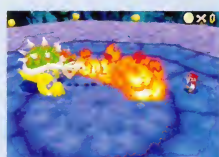
■ You're a Goomba. Yes, you will die



■ "Where's the loo? I need to drop an egg!"



■ Mario floated off to the Pie Shop level



■ Fire + Bowser + big drop = RUN AWAY!

## New Mario Kart screens

The second reason why you *need* a DS.

Cast your eyes on these fresh screenshots of Mario's karting romp for the DS. No new details were released with the shots, but the game is looking pretty sweet already so we're hoping for a release announcement soon.

Mario and Yoshi tail Luigi on what seems to be a retro theme course. It looks like a remake of Mario Circuit 1 from *Super Mario Kart*. Elsewhere Peach chases down Bowser in a gloomy room that could be a new Bowser Castle course.

Notice you can see what weapon every racer is holding on the standings chart on the lower screen so there's no chance of surprise attacks this time. We guess the other shot is of a new Luigi Circuit, because of the Luigi signs on the stands. But who cares? All we know is a portable *Mario Kart* and wireless link-up is going to be gaming heaven.



■ You know that just past the mouth is a Thwomp ally



■ See the Red Shell? That's the Weapon of Kings



■ Go-karting at Butlins never felt as exciting as this



TOO MUCH INFO

It's A Blast!"

- The Washington Post



BOB HOSKINS JOHN LEGUIZAMO DENNIS HOPPER

SUPER MARIO BROS.

This Ain't No Game, It's A Live-Action Thrill Ride!

DVD

### NINTENDO TO MAKE MOVIES

Not content with making your favourite games, Nintendo now plans to release an animated film in 2006. Nintendo is considering basing it on either their own characters or a traditional card game featuring 100 famous poems. Pokémon or poems? Hmm, that's a tough one. Let's hope it's better than the Mario movie.

### N64 ON GAMECUBE?

Nintendo of Japan has posted a poll on its website asking fans whether they would be interested in a GB Player-style adapter to allow you to play N64 carts on your 'Cube. The poll also asks how much people would be willing to pay for one.

### TUNER TALK

Agatsuma Entertainment has announced it is working on a TV Tuner for both the DS and the GBA SP, called the DSTV Tuner. Although not the first of its kind, the makers claim you can watch your fave programmes for up to six hours at a time. The DSTV Tuner will be out in Japan in the Spring.



### ONLINE IN PIPELINE

Mr Miyamoto has mentioned that he reckons online gaming will become mainstream in three or four years. He's also said Square-Enix and Nintendo are working together on a project to make an online game for DS!

### KONGA COMEBACK

We've only just clapped our way through the first *Donkey Konga*, but Japanese gamers are preparing to play the third *Konga* title after the success of the second game, *Hit Song Parade*. No details are available about either being released here.



# DS IN THE FLESH!

Cut out the actual-size image and pretend it's real. We won't laugh. IT'S A DS!



Look what will be in your hands in a few months' time. Its dual-screen beauty is something to be admired, so we've made it

easier for you to do just that.

We've dusted down the *NOM* camera and taken a bunch of snaps of Nintendo's handheld marvel so you can see every

little one of its stylish curves and ports in all their glory. Study it. Know it more than you know your mother. The DS is coming and this is why you'll need one.

## THE CONSOLE (ACTUAL SIZE)

Look at it. Love it. The Nintendo DS is a beautiful thing and it'll own you when it's released here next year. With its sleek, silver body and crystal-clear screens, the bottom one of which is controlled by the stylus, you won't have played anything like it before.

## D-PAD

It's larger than the SP's and just as clicky and comfortable. Just about as perfect as can be.



## CLOSED-UP

When you shut it, the sleek-looking DS is slightly thicker than a closed GBA SP, but still fits into your pocket. Close the unit with *Mario 64* still on and Mazza even says 'Bye bye!' Too cool.



## THE MIC

Make sure you don't gob in here when blowing out candles on *Feel the Magic*. Moisture and electricity don't mix.



## STYLUS HOLDER

Don't worry about losing the stylus. It clips in nicely next to the DS cart slot at the back and you get a spare with the machine, just in case.





## THUMP STRAP

The Thumb Strap/Wrist Strap comes with the machine. Attach it to your thumb for extra touch-screen control. Feel the power.



## DS GAME PORT

DS games pop out with a cool spring-loaded action. Look, the charge port is the same as an SP, too. Get in!



## FACE BUTTONS

These are small and close together so they serve well as a D-Pad for any left-handed gamers.



## HEADSET PORT

At the front is the volume slider, GBA cart slot and earphone port. Next to this socket is a port that enables a microphone headset.



## FUTURE FIVE



Our resident Fortune Teller has looked into the future and seen the games you'll be needing. *The Urbz 2* is not among them...



1

### The Legend of Zelda

Nintendo has released three new screenshots of this inevitable masterpiece and the whole world is watching. We need this more than oxygen. Bring on May's E3 in Los Angeles! We can't wait!

2



### Metroid Prime Hunters

We are blasting through the free demo on the DS right now. Jealous? You should be. In motion this game looks too awesome to be true.

### Wario Ware DS

We need spare protective layers for our DS touch screens 'cos we're going to be swiping flying veg and reeling off tissue paper like maniacs when this awesome game comes out.



3



4

### Yoshi's Touch & Go

It's like a Mario platformer only YOU DRAW the levels. If you can't see what's awesome about that, batter yourself now. With a wet fish. Hard.

### Astro Boy: Omega Factor

We've been praying for this to get a UK release and someone up there was clearly listening. Fat arm lasers and butt guns are on the way to your GBA.



5



# Zelda's nearly ready

Link will be back on GameCube before you know it!



The final version of the new GameCube *Zelda* game will be playable at E3 in May.

Shigeru Miyamoto has told Japanese games magazine *Famitsu* that "development is progressing very well".

There are new screens, too, showing new enemies and horseback battles (a first for a 3D *Zelda*). The shot with Link sitting composed on his horse shows a

massive amount of scenery and if the game has the 'go anywhere' blueprint of *Ocarina*, we're in for a huge quest.

Assuming the Japanese version will be ready in May, it reinforces his statements that the E3 2004 video was a capture of in-game footage.

With this and a *Four Swords* DS game coming soon, it's looking like another amazing year for *Legend of Zelda* fans.



Imagine riding to the horizon. That would be too cool



■ Link's approach to the Hyrule Derby wasn't 'cheating'



■ The bouncers in Hyrule were never kind to Link

## Mushroom swingdom

Nintendo announces *Mario Baseball*.



■ "This one's for Peach". Bowser enjoys some trash talk at the plate



Nintendo is to expand its sports game range with the announcement of *Mario Baseball* for 'Cube. There's no news on *Mario Soccer*, but baseball is massive in the US and Japan.

Indeed, around the same time, Nintendo also revealed it has bought a controlling stake in the Seattle Mariners baseball team from former president Hiroshi Yamauchi.

Little is known about the title but we've learnt that it's being co-developed by Namco in Japan for release in 2005. It's by no means coming to the UK, but feast your eyes on its lushness!

## Kirby bounces back

You can't keep a good blob down.



After *Kirby's Air Ride*, we were hardly kicking down the doors at Nintendo HQ for a new Kirby, but these screens of an all-new platformer look pretty sweet though.

It'll be very interesting to see what HAL Labs do now that Kirby creator Masahiro Sakurai has left to pursue other projects. His *Meteos* for DS looks great, but judging by these screens HAL are managing fine without him.



■ Kirby loves a bit of swearing



■ "Land over there, you !@£\$"



■ "You two can %\$&\$ off!"



■ The new potty mouth attack





Live the adventure of being small.

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**Hyrule's biggest hero is now its smallest.**

Link will have his work cut out for him as he fights evil in his own land then shrinks to help the Minish people, a miniature race in dire need of a hero. Embark on your quest with the fantastic Zelda Limited Edition Pack, featuring the game and a gold coloured Game Boy Advance SP.



OUT 12TH NOVEMBER

**GAME BOY ADVANCE SP™**  
[www.nintendo.co.uk](http://www.nintendo.co.uk)



## Welcome to **Animal Crossing** **Guardian**

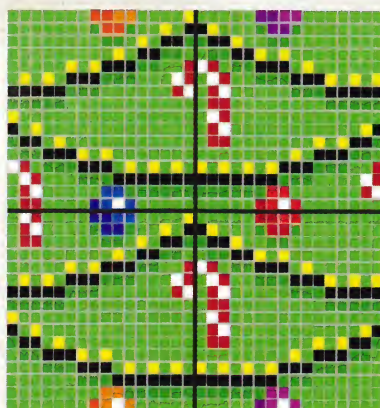
January Edition, 2005

### KNITWEAR NIGHTMARE HITS TOWN!

There's not much going on in the world of *Animal Crossing* during January. So, because it's Christmas we've scoured the web to bring you a typically cheesy sweater texture for you to copy. Don't show your gran though, she'll knit you a real one!

#### January 1st – New Year's Day

If you visit the Wishing Well between 6am and 11am it will give you advice for the year and a new diary. Katrina will have a table set up with her "sunshine lottery" – it is the only place to get the Fortune Paper.



■ Try visiting Sabel and Mabel's Tailors to design these 'tasteful' sweaters

# Mario 1, 2-wait

Miyamoto hints at 'Cube outing for *that* Mario game. Have we time-travelled back to 2000?



It's now four years since *Mario 128* was first unveiled at Space World 2000 and gaming über-god, Shigeru Miyamoto, still reckons it's coming out on GameCube.

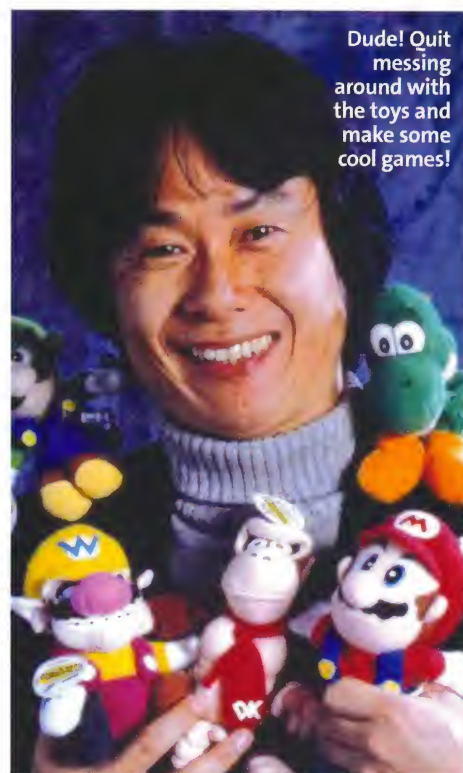
In an interview with Japanese games magazine *Famitsu*, Mr Miyamoto spoke about a number of different Nintendo projects, including the Mario game that most thought had been canned in favour of water-squirting around the lush, warm world of Delfino Island in *Super Mario Sunshine*.

He said: "We're in development with *Mario 128*, which people throughout the world have been wondering about for some time.

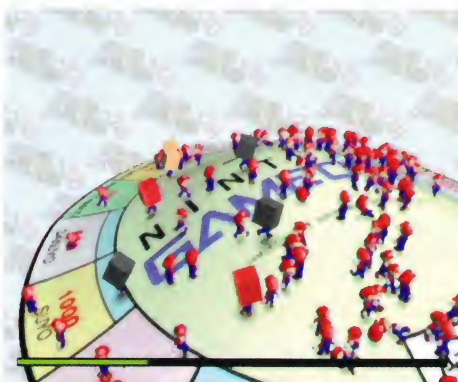
"We're now at the stage of conducting various experiments with Mario, so until a release has been set, we cannot make the game public."

It's still unclear exactly what *Mario 128* will be. Whether Nintendo have opted to give Mario a gadget, as they did with the FLUDD in *Sunshine*, remains to be seen. While the Space World demo was just that – a demo to show the power of GameCube – it DID see 128 Marios turning into a pizza, which was cool.

As *NOM* was going to press Nintendo UK confirmed that *Mario 128* is indeed slated for a release on GameCube. So, you're going to have to watch this space to see if Mr Miyamoto lets anything else slip about one of the most talked about titles ever.



Dude! Quit messing around with the toys and make some cool games!



■ Remember this? It's from Space World 2000...



■ ... and we STILL don't know what he's up to

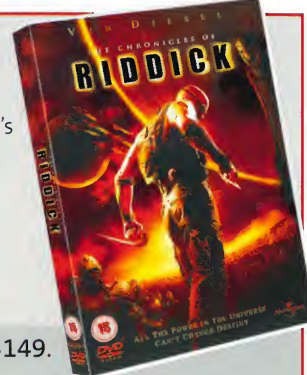
## Chronicles of Riddick competition

### ? QUESTION

**The Chronicles of Riddick is the follow-up to which film?**

a. *Pitch Black* b. *The Fast and the Furious* c. *XXX*

This has replaced *Bridget Jones' Diary* as Dan's Favourite Film of All Time. It must have been the combination of Vin Diesel, lots of action and Dame Judi Dench that made him dizzy with excitement. To celebrate the release of *Chronicles* on DVD and video on December 27th, you can follow in Dan's footsteps by loving one of five copies of the DVD.



**ENTER BY TEXT:** Write "nomcomp RIDDICK", then the letter of your answer and send it to 83149.  
**BY PHONE:** 0905 053 1102  
**BY POST:** Send your name, address, telephone number and your answer to: *The Chronicles of Riddick* Competition, *NOM UK*, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

\*SEE TERMS AND CONDITIONS ON P4



**OFFICIAL! More *Pokémon* for GameCube!**  
**Plus, vote for Pikachu on Channel 4!**

## POKÉMON CENTER

Is *Pokémon* your favourite cartoon?

➡ If you love Pikachu, Ash, Misty and Brock then you need to get yourself online at the Channel Four website and cast your vote for the gang!

Pokémon is just one classic show you can vote for in the first-ever countdown of the nation's 100 favourite cartoons EVER! The Kanto gang are up against such TV gems as *The Simpsons* and classic animated films, including *Toy Story* and *The Jungle Book*. Whoever made the list has certainly researched well as even Japanese films like *Spirited Away* and *Princess Mononoke* have made the cut.

Springfield's finest may well take top prize, but you can help Prof. Oak's cause by going to [www.channel4.com/entertainment](http://www.channel4.com/entertainment) and picking ten from the A-Z list.

■ As Prof. Oak switched on his PC, Ash, Pikachu and Treecko dashed over to cast their votes



Pikachu is heading back to the purple box!



➡ Shigeru Miyamoto, the World's Greatest Games Creator™ has gone on record, saying that there will be a brand new *Pokémon* game coming to GameCube!

This mind-blowing news comes from Japan, where Mr Miyamoto told *Famitsu* magazine that we can expect even more fun-filled Pikachu excitement over the coming months, commenting: "We're making a new *Pokémon* for 'Cube with strong allies."

Who these allies are remains to be seen, but the fact that a 3D engine exists in the form of *Pokémon Colosseum* has our mouths watering at the thought of a huge, free-roaming RPG adventure. We'll have more news in *NOM* and our sister title *Pokémon Official Magazine*, just as soon as we get it.



## GBA price crash!

Get 'em before they go!

➡ This Christmas could see a GBA SP overload with news that Nintendo has slashed the handheld's price. With just a few shopping days left until the big day you'd better tell Mum and Dad QUICK!

For just £69.99 you'll be able to pick up a stand-alone SP pack, including the Pink SP or the tattoo-encrusted Tribal version. Be warned though these don't come with a game.

Many stores are also offering the *Zelda* or *Mario vs. Donkey Kong* SP bundles for just £89.99. Not only will you get the new-look handheld, but there's a free copy of *Minish Cap* or *Mario's* new platform puzzler in the box, too. So if you want one of these sweet new GBAs, you'd better motor before someone else snaps them up. What are you waiting for?

■ **FACT:** Some rich kid is gonna get both of these for Christmas





# The Greatest *Nintendo* games ever!

Have your say on the debate that's dividing the Nintendo nation...



It's that time again. The time where you get to nominate the best Nintendo games you've ever played. We'll be running the top 100 in issue 150 and you need to be part of it. We want to know your fave three games ever to appear on a Nintendo console. We also want to know why you love them so much and we'll be printing reader quotes for every game that makes the list.

This is history in the making and we need your help. Either send us a completed nomination form in the post, or email your entry to [rob.burman@emap.com](mailto:rob.burman@emap.com). Five lucky entrants will win ten games of their choice from the final list, but get your skates on – all entries must arrive before January 7th, 2005. Good luck!

Warning! Send multiple entries and your nominations will be torn up and put to better use in Tim's cat's litter tray.



## TOP 100 NINTENDO GAMES EVER ENTRY FORM

Name:

Age:

Address:

Post code:

Game 1:

Why it's so great:

Game 2:

Why it's so great:

Game 3:

Why it's so great:

Postal votes MUST be received no later than January 7, 2005 to be considered

Now send it to: The Top 100 Nintendo Games Ever!, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.

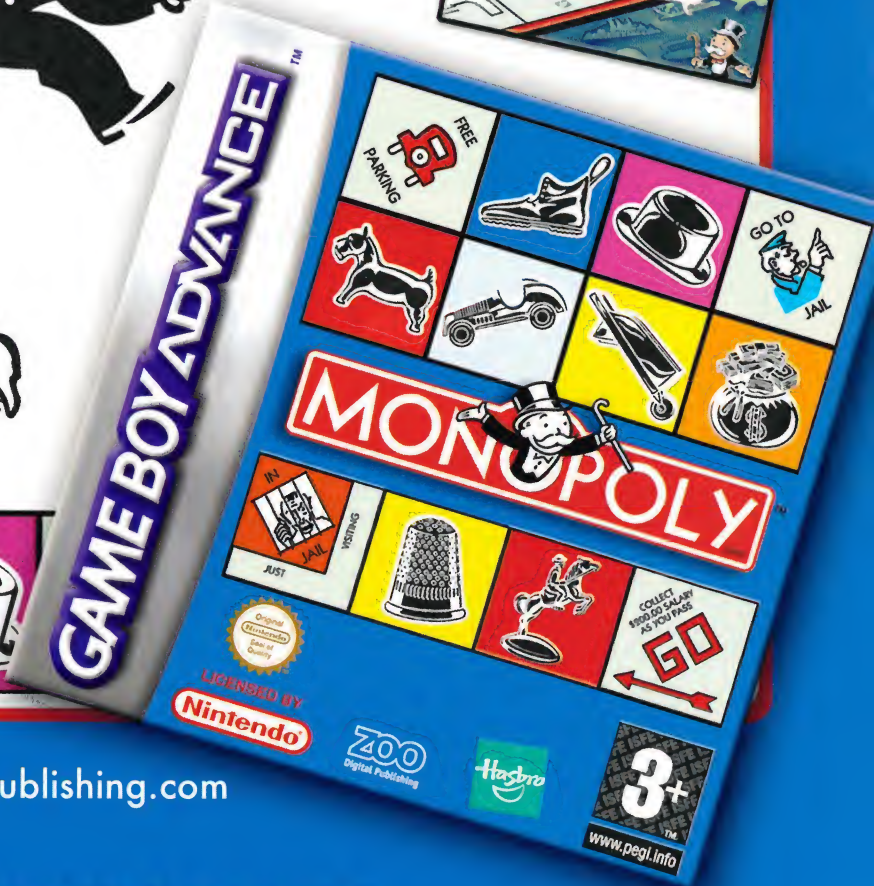


# MONOPOLY



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# THE BIG COMPETITION



You can quit your belly aching about missing out on multiplayer *Four Swords*, because we've opened a treasure chest of joy and found all this wicked gear just for you! Ba-na-na-naaaaaa!

## Zelda treasure chest

**Four Swords** is an awesome adventure on your own, otherwise we wouldn't love it quite as much, but the multiplayer game is where it's at. Unfortunately there's one problem – you need a GameCube and four GBAs to play it. We can't even do the math to work out how much that costs, but it must be a lot.

Luckily though we've got the competition of dreams for all you *Zelda* nuts wanting a piece of the *Four Swords* action. We've got a GameCube, a copy of the game and four SPs! Unfortunately we can't supply you with three mates, but surely you just need to go out into the street and shout "Oi! I've got four GBAs and a copy of *Four Swords*! Who wants to come round my house?" People will be knocking your door down in minutes. There's also three copies of the game for runners-up.

**? QUESTION**

**In *Ocarina of Time* which tune warps Link to the Graveyard?**

a. Requiem of Spirit  
b. Nocturne of Shadow  
c. Song of Storms

**BY TEXT:** Write "nomcomp SWORDS", then the letter of your answer and send it to 83149.  
**BY PHONE:** Dial 0905 053 1101. Answer the question. Leave your name, address and phone number.  
**BY POST:** Send your name, address, telephone number and your answer to: The *Zelda: Four Swords* competition, NOM UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW.\*

## ISSUE 145 AND 146 WINNERS

### 145 WINNERS

#### SHAUN OF THE DEAD COMPETITION

- Terry Woodson, Brighton
- Ken Shaw, Rochester
- Phillip Connor, Birmingham
- Phil Curry, Sheffield
- Richard Hanson, Leicestershire

#### STAR WARS COMPETITION

- Sam Lyle, Norfolk

- Matthew Penner, Somerset
- Tracy Fenshaw, London
- Colin Blythe, Surrey
- Mark Ladson, Chester

### 146 WINNERS

#### PAPER MARIO COMPETITION

- Nile Brewer, Nottingham (MAIN)
- Robert Thompson, Hove
- David Walsh, Northampton

- Alex White, Wootton
- David Pentecost, Luton

#### DONKEY KONGA COMPETITION

- Kelly Leeman, Chester
- Samuel Armitage, Sunderland
- David Nicholls, Weymouth

#### FUTURAMA COMPETITION

- Richard Moore, Scarborough

- Michael Wilson, Surrey
- Michael Nuttall, Weybridge

#### DAY AFTER TOMORROW COMPETITION

- Kevin Parker, Herts
- Simon Partridge, Exeter
- Paul Cook, St Neots
- Chris Brumby, Manchester
- Arthur Bambridge, Leeds



# TARGET



**FEEL FREE TO SAY NO**



No one really wants to be a target of the tobacco industry. They spend millions on making cigarettes look cool. Young people in particular, walk into their marketing trap. Are you going to get trapped as well?

Do it like Xavier, Seetal and Jack: Don't care about cigarettes – and don't be fooled by the industry. More information on [www.feel-free.info](http://www.feel-free.info)



An initiative of the European Union





# Wario's Brain Busters!

"Your stupidity fills me with contempt! Mwa ha ha haaaar!"

## Nintendo know-it-all

Even Prof. E. Gadd would have trouble with these!

1. What is Turok Dinosaur Hunter's real name?
2. Who is the boss of the Ice Palace in *A Link to the Past*?
3. What is the highest ever recorded score for the arcade version of *Donkey Kong*?
4. Who is the chicken racer in *Diddy Kong Racing*?
5. What was the Nintendo controller designed by Gunpei Yokoi?
6. What are the four ghosts called in *Pac-Man*?
7. In *Street Fighter II* what country does Blanka come from?
8. What was the project code name for the GBA?
9. Where did the inspiration for Mario's name come from?
10. In which country is there a street named specifically after Mario?
11. How many games were available at the UK launch of GameCube?
12. How many trophies are there to collect in *Super Smash Bros. Melee*?
13. Who is the first boss ghost in *Luigi's Mansion*?
14. How many figurines are there to collect in *The Wind Waker*?
15. When was the first-ever issue of *Nintendo Magazine System* published?

## HANGMAN

Can you fill in the gaps to work out the names of these games?

1	T _ _ _ _ / _ V _ _ T _ _
2	M _ / D _ _ _ _
3	_ Y _ _ _ / W _ _ _
4	M _ _ _ _ / _ _ _ T Y / 4
5	Q _ _ _ _ / II
6	G _ _ _ _ N / S _ N
7	I _ _ / 9 8
8	D _ D _ _ / _ _ N _ / _ _ _ N _

## Classic Puzzle

Game & Watch games are harder to find than a golden badger, but we've carelessly lost 15 in here. Can you find them for us?

E G T V G W H O F L K T R L T B F J C Y  
G S Q O U W I K W M R D E S U M H G H O  
I G U Y A L E N I O T O W V B V S R I  
J F E O P H S B P I W R O B V D W T C O  
I I R A H E O I Q Y V P H V T Q Q R H R  
U P N R F N C Q C G J U S U X Q V S Q Z  
V I W Q R A E R T Z Z G N E G Y I F N M  
C O N G L V I E X J N Y I Z H U D V X A  
V P L F G T A R R O E Q A U Q H V F N Y  
U E I C H E F B K G L K R S N N C N N Z  
Z S L P F G E Y G M T I M L F B R A K G  
H W Y O O I E V N E H L F K F D A M B H  
Y K K A H K R Q U Z O P L E U B B G K G  
T G Z K N N Y E B O Z M O Z B H G A J B  
I S R O O W A P D G V T R P A O R L S N  
I H D S G X I M N K D U W C A R A F V X  
S A F E B U S T E R A S F I M X B T P M  
E G D I R B E L T R U T E L N M D A I O  
M K K Z Q U P J U S A T X Z P N S B K L  
S U P O T C O L S B V I X Y R K E B E V

- |                |                |             |
|----------------|----------------|-------------|
| >> CHEF        | >> MAN HOLE    | >> TROPICAL |
| >> CRAB GRAB   | >> OCTOPUS     | >> FISH     |
| >> DONKEY KONG | >> OIL PANIC   | >> TURTLE   |
| >> FIRE        | >> RAIN        | >> BRIDGE   |
| >> FLAG MAN    | >> SHOWER      |             |
| >> GREEN HOUSE | >> SAFE BUSTER |             |
| >> LIFEBOAT    | >> SQUISH      |             |

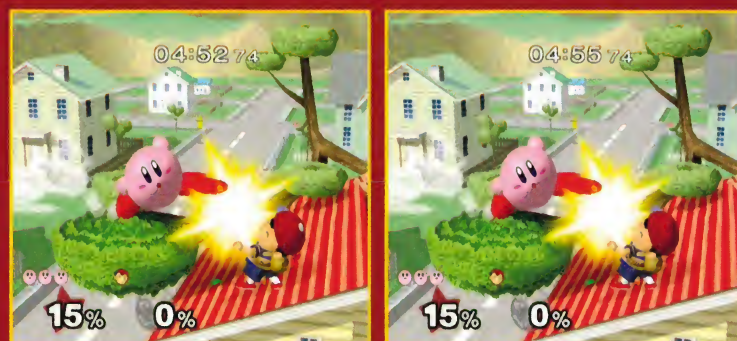


## ODD-1 OUT

Which of these Mushroom Kingdom games does not feature Wario?

- 1 Super Mario Land 2
- 2 Mario Tennis
- 3 Mario Kart: Double Dash!!
- 4 Luigi's Mansion
- 5 Mario Party 5

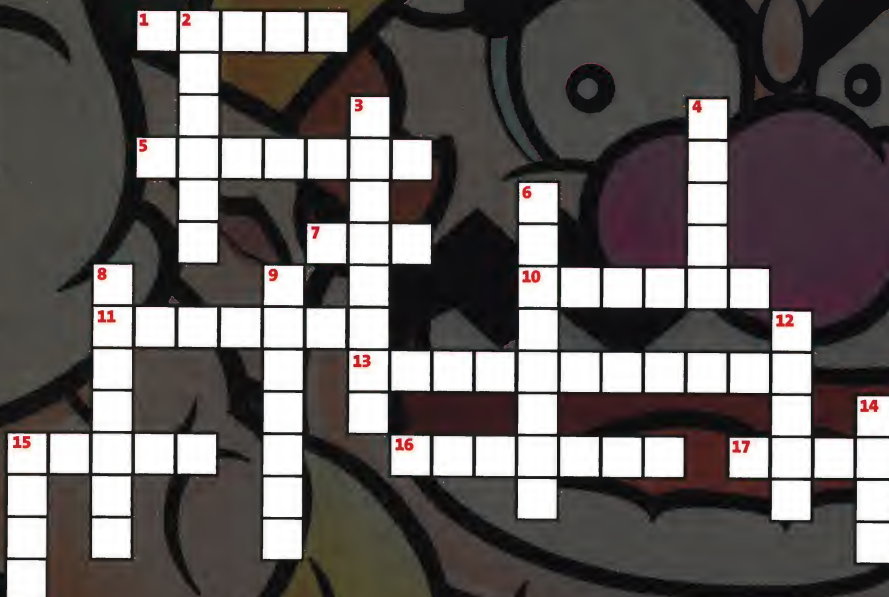
## SPOT THE DIFFERENCE



We must have been punched too hard by Mario because we're seeing double! Oh no hang on, there are five differences. Can you spot them?



## It's only the... NINTENDO crossword!



### ACROSS

1. The rock-hard Gym Leader in *Pokémon FireRed* and *Pokémon LeafGreen* (5)
5. The evil doctor in *Super Monkey Ball 2* (7)
7. The colour of Pikachu's cheeks (3)
10. You'll need this if villagers are going to dig you in *Animal Crossing* (6)
11. Link hits the right note when he plays this instrument (7)
13. The name of the city in *Grand Theft Auto Advance* (7,4)
15. What is Donkey Kong the king of in this upcoming GBA game? (5)
16. Banjo's bird-brained pal (7)
17. How many buttons on a NES controller (4)

### DOWN

2. You have to do this with your GBA to play the latest *Warrior Ware* game (6)
3. You're on the ball if you keep your Pokémon in one of these (4,4)
4. Mario's not acting when he has to fight on this in *Paper Mario 2* (5)
6. If Mario eats too many of these he won't have much room in his stomach (8)
8. What did Yoshi like to eat in his Game Boy puzzle game? (7)
9. Have you just sneezed or said the name of this Pokémon? (7)
12. The vain ghost in *Luigi's Mansion* (5)
14. The mini-boss with claws in *Street Fighter II* (4)
15. This angry character made a return in last month's *NOM* (4)

## ??? KNOW THE SCORE ???

Which Mario game is best? Match the games to the scores.



A: 84% B: 85% C: 60% D: 92%



## HOW WELL DID YOU DO LAST TIME?



### NINTENDO KNOW-IT-ALL

1. Fusajiro Yamauchi
2. November 1987
3. Requiem of Spirit
4. Mev
5. Bomb Man
6. 28
7. Nintendo Magazine System
8. Lombardi
9. 8
10. Death Anchor
11. 40,000,000
12. *Street Fighter 2010*
13. A brand of vacuum cleaner
14. 48Mbit
15. Ball

### HANGMAN

1. Excitebike
2. Ribbit King
3. Mario Golf
4. King of Swing

5. Sonic Heroes
6. Earthbound
7. Starwing
8. Super Tennis

### NAME THE GAME

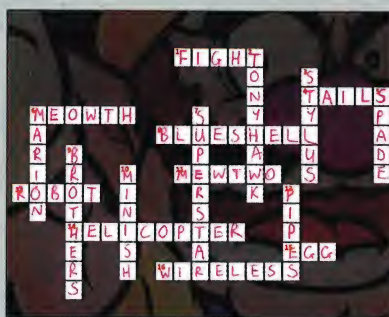
1. Super Bust-a-Move
2. Worms Blast

### KNOW THE SCORE

- Soul Calibur 94%  
Godzilla Destroy All Monsters Melee 75%  
Capcom Vs SNK 2 EO 76%  
Bloody Roar Extreme 78%

### ODD-1-OUT

Dugthreoo



REMEMBER... ALL THE ANSWERS NEXT MONTH!





# The NOM SUPERSTARS

Forty-four classics for a Christmas gaming feast. Get stuffed!



Welcome to NOM's big fridge of gaming delicacies. It's rammed with gaming goodness, chilled to perfection and sure to satisfy even the most ravenous Nintendo. But just like your Christmas turkey, some games dry out

faster than others. Don't worry though, we restock the games larder whenever something's past its sell-by date and we can sniff out a stinker miles away – every game you see here is as fresh as a Zelda chicken that's just been battered with your Boomerang.

<div>Advance Wars</div> <div> <div>95 PERCENT</div> <div>ISSUE: 110 PLAYERS: 1 TO 4</div> </div> <div> <div>Colourful, cute and addictive – you'd think it wasn't a strategy game. <b>KINGS SAYS:</b> Manga warfare rules. Only 'toon nukes and nerve gas would make this better. <b>MIKE SAYS:</b> Aaaargh! I've been stuck on this for three years. But I MUST beat it!</div> </div>	<div>Advance Wars</div> <div> <div>95 PERCENT</div> <div>ISSUE: 110 PLAYERS: 1 TO 4</div> </div>	<div>Animal Crossing</div> <div> <div>90 PERCENT</div> <div>ISSUE: 144 PLAYERS: 1</div> </div>	<div>Castlevania: Aria of Sorrow</div> <div> <div>90 PERCENT</div> <div>ISSUE: 129 PLAYERS: 1 TO 2</div> </div>	<div>Eternal Darkness: Sanity's Requiem</div> <div> <div>92 PERCENT</div> <div>ISSUE: 122 PLAYERS: 1</div> </div>
<div>F-Zero GX</div> <div> <div>92 PERCENT</div> <div>ISSUE: 133 PLAYERS: 1 TO 4</div> </div> <div> <div>Crazy future racing dudes clock speeds that'll make your TV nervous. <b>TIM SAYS:</b> The 'GX' stands for 'Goddamn Xcelleration' as your butt's contents falls out on its own. <b>ROB SAYS:</b> Don't talk to me about Diamond Cup. I could have cried doing that.</div> </div>	<div>F-Zero GX</div> <div> <div>92 PERCENT</div> <div>ISSUE: 133 PLAYERS: 1 TO 4</div> </div>	<div>Fire Emblem</div> <div> <div>91 PERCENT</div> <div>ISSUE: 143 PLAYERS: 1 TO 4</div> </div>	<div>Golden Sun</div> <div> <div>93 PERCENT</div> <div>ISSUE: 114 PLAYERS: 1 TO 2</div> </div>	<div>The Legend of Zelda: (NES Classics)</div> <div> <div>90 PERCENT</div> <div>ISSUE: 142 PLAYERS: 1</div> </div>
<div>The Legend of Zelda: A Link to the Past</div> <div> <div>96 PERCENT</div> <div>ISSUE: 127 PLAYERS: 1 TO 4</div> </div>	<div>The Legend of Zelda: A Link to the Past</div> <div> <div>96 PERCENT</div> <div>ISSUE: 127 PLAYERS: 1 TO 4</div> </div>	<div>The Legend of Zelda: The Minish Cap</div> <div> <div>95 PERCENT</div> <div>ISSUE: 147 PLAYERS: 1</div> </div>	<div>The Legend of Zelda: The Wind Waker</div> <div> <div>96 PERCENT</div> <div>ISSUE: 128 PLAYERS: 1</div> </div>	<div>Mario Kart: Double Dash</div> <div> <div>94 PERCENT</div> <div>ISSUE: 135 PLAYERS: 1 TO 16</div> </div>
<div>Mario Kart: Super Circuit</div> <div> <div>92 PERCENT</div> <div>ISSUE: 109 PLAYERS: 1 TO 4</div> </div>	<div>Mario Kart: Super Circuit</div> <div> <div>92 PERCENT</div> <div>ISSUE: 109 PLAYERS: 1 TO 4</div> </div>	<div>Metroid Fusion</div> <div> <div>93 PERCENT</div> <div>ISSUE: 124 PLAYERS: 1</div> </div>	<div>Metroid Prime</div> <div> <div>95 PERCENT</div> <div>ISSUE: 127 PLAYERS: 1</div> </div>	<div>Metroid Prime 2</div> <div> <div>97 PERCENT</div> <div>ISSUE: 147 PLAYERS: 1 TO 4</div> </div>
<div>Metroid: Zero Mission</div> <div> <div>93 PERCENT</div> <div>ISSUE: 139 PLAYERS: 1</div> </div>	<div>Metroid: Zero Mission</div> <div> <div>93 PERCENT</div> <div>ISSUE: 139 PLAYERS: 1</div> </div>	<div>Paper Mario: The Thousand-Year Door</div> <div> <div>91 PERCENT</div> <div>ISSUE: 146 PLAYERS: 1</div> </div>	<div>Pikmin 2</div> <div> <div>92 PERCENT</div> <div>ISSUE: 145 PLAYERS: 1 TO 2</div> </div>	<div>Pokémon FireRed &amp; Pokémon LeafGreen</div> <div> <div>92 PERCENT</div> <div>ISSUE: 145 PLAYERS: 1 TO 40</div> </div>

**Metroid Fusion**

Samus's GBA debut sees the galaxy's curviest bounty hunter kicking alien ass all over a labyrinthine space station and packing more arsenal than the whole US army in Iraq. **DEAN SAYS:** PUT PRIME 2 DOWN FOR A SECOND! This is one of the finest games ever to slot into a GBA. Play it now! **MIKE SAYS:** Samus is the undisputed first lady of Nintendo. Peach and Daisy come close, but Samus has a gun for an arm! And Catwoman doesn't stand a chance in hell.



## TimeSplitters

Fluid, intuitive controls and a multiplayer mode that's up there with *GoldenEye 007* in the run-and-gun fun stakes add up to what is STILL the best non-*Metroid* FPS on your GameCube. And it has monkeys with guns, which is always a bonus if you ask us.

**TIM SAYS:** If you play as the monkey you're a cheat. Killing people by shooting them in the shins is the wimp's way out.

**MIKE SAYS:** Wild West, sniping from the Bell Tower. Have that in your metal face R-109! "Omni-bidi-bob!"



### Pokémon Ruby & Pokémon Sapphire



**93**  
PERCENT

ISSUE: 131  
PLAYERS: 1 TO 4

### Prince of Persia: The Sands of Time



**90**  
PERCENT

ISSUE: 138  
PLAYERS: 1

### Soul Calibur II



**94**  
PERCENT

ISSUE: 133  
PLAYERS: 1 TO 2

### Star Wars: Rogue Leader



**92**  
PERCENT

ISSUE: 116  
PLAYERS: 1

### Super Mario Advance



**91**  
PERCENT

ISSUE: 106  
PLAYERS: 1 TO 4

### Super Mario Bros. (NES Classics)



**90**  
PERCENT

ISSUE: 142  
PLAYERS: 1 TO 2

### Super Mario Bros. 3: SMA 4



**92**  
PERCENT

ISSUE: 133  
PLAYERS: 1 TO 2

### Super Mario Sunshine



**93**  
PERCENT

ISSUE: 121  
PLAYERS: 1

### Super Mario World: SMA 2



**93**  
PERCENT

ISSUE: 115  
PLAYERS: 1 TO 4

### Super Monkey Ball



**92**  
PERCENT

ISSUE: 116  
PLAYERS: 1 TO 4

### Super Smash Bros. Melee



**90**  
PERCENT

ISSUE: 117  
PLAYERS: 1 TO 4

### Tiger Woods PGA Tour 2005



**90**  
PERCENT

ISSUE: 145  
PLAYERS: 1 TO 4

### TimeSplitters 2



**92**  
PERCENT

ISSUE: 122  
PLAYERS: 1 TO 4

### Tom Clancy's Splinter Cell



**92**  
PERCENT

ISSUE: 129  
PLAYERS: 1

### Tony Hawk's Pro Skater 4



**92**  
PERCENT

ISSUE: 123  
PLAYERS: 1

### Tony Hawk's Underground



**91**  
PERCENT

ISSUE: 136  
PLAYERS: 1 TO 2

### Viewtiful Joe



**93**  
PERCENT

ISSUE: 134  
PLAYERS: 1

### Wario Ware: Mega Party Game\$



**92**  
PERCENT

ISSUE: 144  
PLAYERS: 1 TO 16

### Wario Ware Inc. Minigame Mania



**93**  
PERCENT

ISSUE: 129  
PLAYERS: 1 TO 2

### Yoshi's Island: SMA 3



**94**  
PERCENT

ISSUE: 123  
PLAYERS: 1

### Tony Hawk's Pro Skater 4

Tony's finest GBA outing is full of great courses, tricks and sweet animation.

**ROB SAYS:** What no S-K-A-T-E letters? I WANT MY S-K-A-T-E LETTERS!

**DEAN SAYS:** Not another Tony game on GBA! Still, it's the best by far...



### Viewtiful Joe

S-l-o-w-i-t-d-o-w-n, THEN SPEED IT UP! Batter 'bots and save the gal in this combo classic.

**MIKE SAYS:** Uppercut! Babosh! I love burying robots in the ceiling.

**KINGS SAYS:** If punching a helicopter out of the sky doesn't do it for you, what the hell will?



## BLAST FROM THE PAST!

### COBRA TRIANGLE



**NES**

Before Banjo, Rare hit the open water with this speedster.

**DEAN SAYS:** It was like the *Micro Machines* speedboat races, but years before that.

**MIKE SAYS:** Diddy Kong Racing wasn't the first Nintendo water racer from Rare y'know.

### ZELDA: LINK'S AWAKENING



**GB**

A monochrome gem with a secret dungeon on the GBC!

**TIM SAYS:** As if battling Koholint wasn't enough there are Thwomps and Goombas, too!

**ROB SAYS:** I finished *Minish* in two days and got this to help my Link addiction.

### UNIRALLY



**SUPER NES**

Racers don't always need four wheels. This only had one!

**KINGS SAYS:** The best 16-bit racer this side of *Super Mario Kart*. And no damn Red Shells.

**DEAN SAYS:** A forgotten Super NES classic. The momentum of the unicycles was class.

### 1080° SNOWBOARDING



**N64**

The best snowboarding game on any console. EVER.

**ROB SAYS:** Master landings on 1080° and you were king of the frozen world.

**MIKE SAYS:** Could you spot Mario and Luigi in the crowd? Well? COULD YOU?



# BIG IN JAPAN



reporter **John Ricciardi**

● Touch-fever hits Japan! ● Cool ads! ● Famicom tissues!

## Nintendo World: Touch! DS

We came. We saw. We touched.

■ Nintendo held a major exhibition in selected cities throughout Japan in November to promote the DS along with all of their upcoming GameCube and GBA games. There were hundreds of play booths, a few dozen video displays and special contests, including a 16-player quiz game played out over *Pictochat* on a giant video screen.

Thousands of fans showed up to get a taste of the launch lineup, leading to massive queues at every stand. The wait for some games was as long as two hours, but it was definitely worth it. For more info, head to p68 to read our impressions of all the Japanese DS launch games.



▲ Bottom right: the only space not crammed with excited gamer flesh is captured on film for you to enjoy



▲ Crowds queued for hours on end for a touch



### THE PLATINUM CONNECTION REVEALED

■ As we mentioned last month, Club Nintendo members with platinum status were given a special Platinum Ticket for the Touch! DS event, allowing them access to special platinum-only kiosks. Even better, on the way out, the lovely Nintendo people handed each of us all this exclusive stuff...

★ A limited-edition, specially made 'gold Mario' statue, for platinum members only. Possibly the coolest thing ever. And no, you can't have our one



◀ There's the platinum ticket in all its... er... pink glory

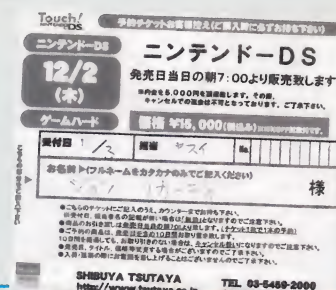


## COUNTDOWN TO DS

The final days before  
Nintendo DS storms Japan

December 2nd was the official launch date for Nintendo DS in Japan, but retailers had been taking pre-orders from November 3rd. Since then, TV commercials have been airing non-stop, while huge outdoor ads have been popping up all over Japan's big cities.

There it is, baby. One launch-day Nintendo DS reserved in our name. Read it and weep! Okay, look at the squiggles and weep

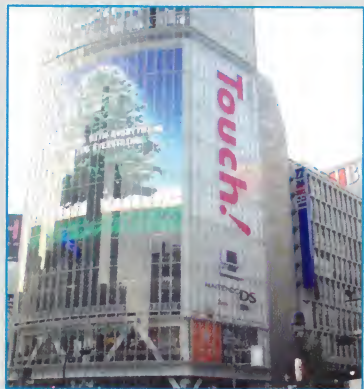


Believe it or not, some people actually gathered to wait before the shops opened on November 3rd, just to be among the first to pre-order a DS



We spotted this billboard inside Ebisu station in Tokyo. The ad shows game screens, mug shots and Pictochat doodles from players who were given a chance to try out the DS before launch

Is it the biggest game ad ever? Maybe. Nintendo DS adorns the entire side of the Q-Front building in Shibuya, right in front of the busiest crosswalk in all of Japan. Perfect!



## THE AD GALLERY

The latest ads from Japanese gaming mags...



Big shoes are the new big hair



Loving that contorted Mr. Driller

## Famicom tissue box holder

Just when you thought you'd seen it all, along comes the wackiest Famicom-related UFO catcher prize yet: a Famicom tissue box holder. No, we're serious. It looks like a Famicom with a Disk System attached AND it can hold a box of tissues. Amazing!

What's next? A Famicom toilet brush? Perhaps!



## MOBILE SUIT WAVEBIRD

Yes! It's about time someone made a special-edition Wavebird controller. The Gundam-themed Char's Customized Color Wave Bird will be given away to 1,000 lucky Club Nintendo members who buy and register the upcoming Mobile Suit Gundam: Gundam vs. Z-Gundam GameCube game, produced by Bandai and Capcom. It's almost as cool as our limited-edition Zelda GBA SPs. Almost...



## Akihabara Watch

Check it out! Actual DS units and game cases on display! At the time this photo was taken, none of this stuff was out yet in Japan. You have no idea how bad we wanted to clean out that display case...



We stood on a pile of fainted gamers and took this saucy snap shot



## JAPAN TOP TEN

The current best-selling games on Nintendo platforms in Japan

1	Kingdom Hearts: Chain of Memories	(Square Enix, GBA)
2	The Legend of Zelda: The Minish Cap	(Nintendo, GBA)
3	Mario Power Tennis	(Nintendo, GC)
4	Wario Ware Twisted	(Nintendo, GBA)
5	Pokémon Emerald	(Nintendo, GBA)
6	Famicom Mini: Super Mario Bros. 2	(Nintendo, GBA)
7	Fire Emblem: Seima no Kouseki	(Nintendo, GBA)
8	Densetsu no Stafi 3	(Nintendo, GBA)
9	Kirby & The Amazing Mirror	(Nintendo, GBA)
10	Ochaken Kururin: Honwaka Puzzle de Hottoshiyo?	(MTO, GBA)

Source: MediaCreate week ending November 14th

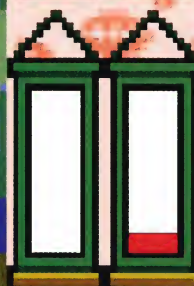


**A DOGGY TREAT! NOT FROM KOREA!**

あなた

0

NEXT



あいぞめ

510

## Ochainu Kururin

PLAYED!



Two years ago, these green dogs with leaves for ears were the biggest Christmas toy in Japan. Now they're all over our GBA screen, telling us to line them up in rows and send them into honey pots. It's where they want to be.

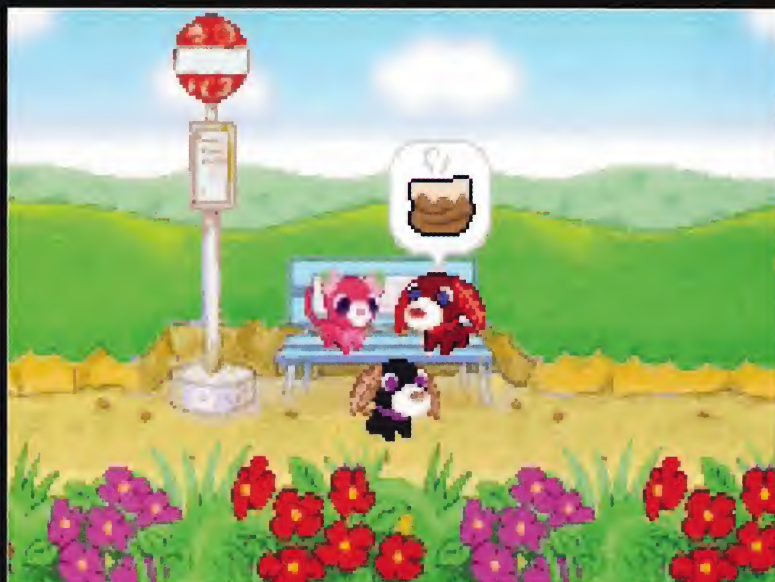
Think of *Tetris*. It's awesome! Now imagine *Tetris* with cute little dogs and you're halfway to grasping what's going on here. Basically pairs of dogs fall down the screen and you match them up in rows. But instead of making lines or just matching up colours to clear them off the screen, you need to get them into their respective pots.

Combos are clearly the dog's balls. You need to make sure that when a load of black or red dogs skip happily into their pot and vanish, it sends another one rocketing towards some more honey-starved canines. Think it sounds easy? Well, think again because soon you'll have so many different coloured dogs you won't know where in the world to put them.

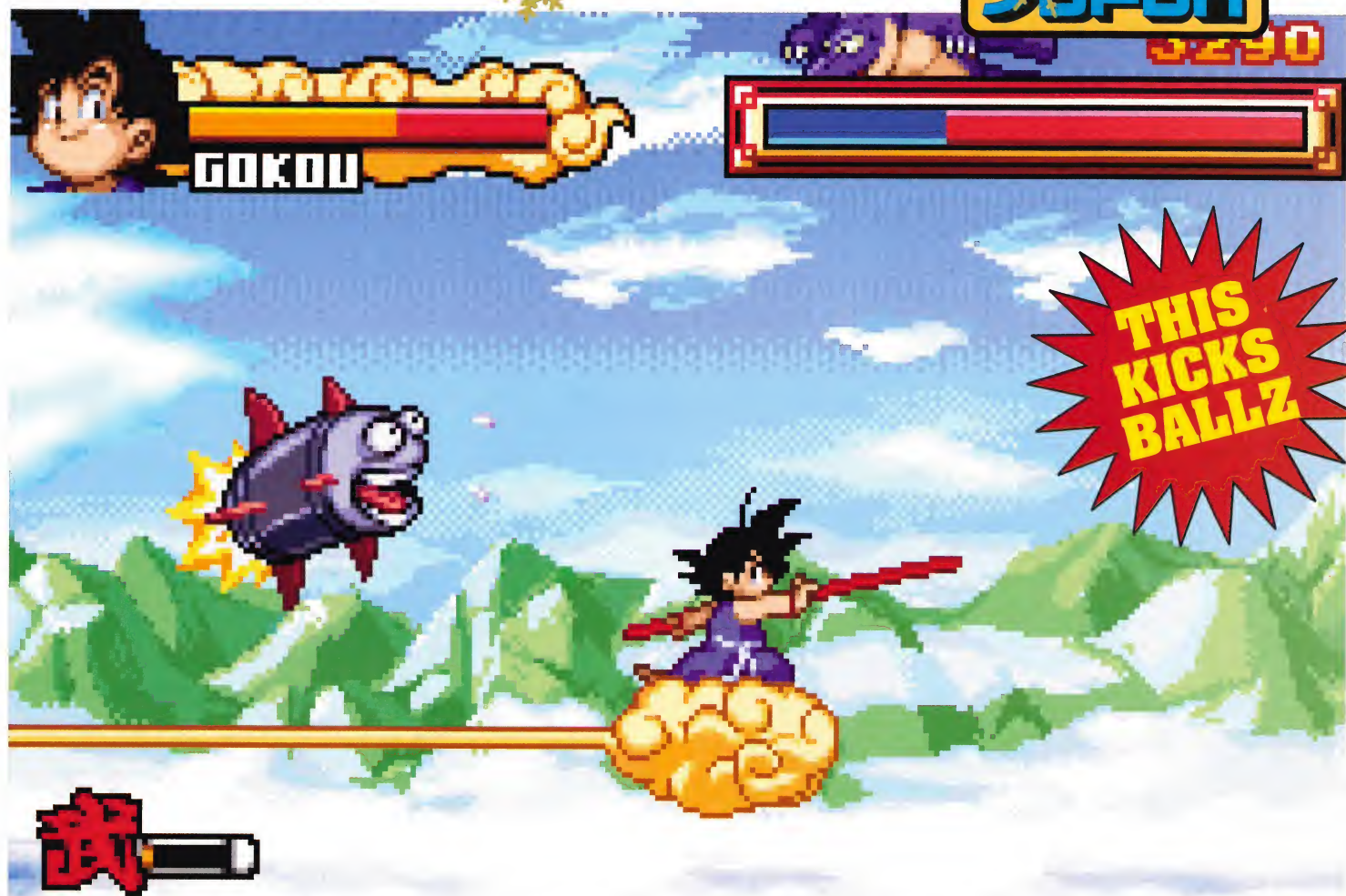
Plus there are extra bonuses if you manage to line up loads of same-coloured pots, so that they stick together and form one giant pot of epic proportions. The dogs love it, they're probably inside those pots with a mass of gloopy honey smeared across their furry faces.

If you get bored, there's also a weird platforming bit where you wander around town talking to other dogs and cats. You should really be chasing the cats, but perhaps dogs with leaves for ears don't have the same prejudices. Every now and again one of the dogs or cats will challenge you to solve a puzzle or beat them in a versus match.

*Ochainu Kururin* is seriously addictive. When those dogs start yapping happily as they skip into the honey pots of power, you'll be hooked for hours. Ignore its cuteness, because it rocks.







## Dragon Ball Z: Advance Adventure

**PLAYED!**



Games starring little guys with massive hair are usually a huge disappointment. We decided to give this one a go, however, since it didn't have the dirty swearword *Yu-Gi-Oh!* in the title. We're so glad we did.

Side-scrolling action games were last in fashion over ten years ago and this is a little gem of an example. Yes you walk around mulling people; a seemingly endless stream of cloned people. But Gokou can bust out sweet little eight-hit combos using punches, kicks and a few flicks of his head-mashing staff. Immediately it's interesting.

Pterodactyls swoop from on high with bombs in their claws and you leap up and fly kick them down to Earth. You can chuck

goons into other goons by flipping them across the screen with the staff. Gokou controls really nicely, making the fighting as easy as the platforming. It doesn't hurt that it's a wonderful looking game either, being certainly one of the best drawn titles on GBA. We see stuff like this – bold colours and black lines – and we love it even now. Then we see pastel 2D stuff like *Yoshi's Touch and Go* on the DS and wonder why people don't stick to what has always worked.

The first boss battle is against a giant bear. You can roll him over easily enough. Next up you're floating on a cloud thing and punching bats out of the sky. The boss is a giant bullet being flown by a pig. Next, an even cooler change of pace. It's just a one-on-one fight.

You versus some geezer in an orange suit. Problem is, he combos at the speed of sound. Hit and run, spiky-haired man, hit and run.

So, ace little 2D action nailed down. That would be enough. BUT NO! There's more in the tank (cart). How about a little two-player fighting game where you get to punch the other guy into the sky and air-combo his bald ass into oblivion? It's damn good fun in link-up mode and a useful skills workout against the computer. This *Dragon Ball Z* game is great. We have to keep repeating that statement, because we can't quite believe it.







# IT'S CHRRRI





# SSSTMAS!

Make your Christmas go with more swing than a Pinna Park pirate ship and get the presents you want from Santa with our Christmas survival guide.

It's 6am and you're wide awake. A pile of Nintendo-shaped presents sit at the end of your bed; you know because you've felt them. There's no way you're going back to sleep even though you've been ordered by your Dad not to get up before 7am. Behave old man, it's Christmas Day and there's no school.

*Prime 2's* definitely down there with a copy of *Minish Cap* for good measure. The clock is going painfully slow, the numbers are dragging themselves towards the golden hour. It's now 6.59am and you're into the longest minute of the year. Bingo! It's 7am! GET THE PRESENTS OPEN!

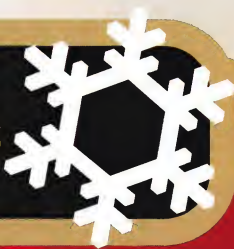
But it's not *Prime 2*, or *Minish Cap*. It's *FIFA 2005* and *Mario Golf*. You go berserk, then you wake up. It was just a dream. Ensure that dream doesn't become a reality with our guide to making Christmas 2005 the BEST EVER!

**KEEP GOING FOR NOM'S  
ULTIMATE XMAS SPECIAL...**





# Nintendo Christmas Crackers



Xmas brings out the best in games and Nintendo has seen some festive fun over the years. From GC to GB we've trawled the **NOM** archives to bring you some blasts from the past. Remember opening these at 5am on Xmas morning?



## Mario Kart

**Double Dash** (2003)

Remember this? The Nintendo racer was a welcome return to form in single player after MK64 and it made Christmas Day lively with a great multiplayer option.



## Harry Potter and The Chamber of Secrets

(2002) From the makers of *TWINE* and *Mortal Kombat 4* on N64 came this beautiful, if rubbish, second coming from Harry. Still, what did we know? It went on to sell by the Hogwarts-load.



## Pokémon Red and Pokémon Blue

(1999) Five years ago some little critters called Pokémon went head-to-head against *Driver* and *Gran Turismo*... and won! Pikachu has screamed "have that in your face!" ever since.



## Diddy Kong Racing

(1997) With his Christmas hat on the **NOM** cover, Diddy led Bumper, Pipsy and Banjo steaming onto N64 and made us forget all about *Mario Kart* for a while. The Silver Coin Challenge destroyed any Christmas cheer.



## The Legend of Zelda: Majora's Mask

(2000) He beat Ganondorf two years earlier, but Link returned to save the world. Wave goodbye to the Skull Kid and do some dog racing. The Happy Mask Shop man still scares Tim.



## Donkey Kong 64

(1999) A revelation at the time, now we all agree this is the most pointless collect-'em-up in the history of Nintendo games. From a time when Rare ruled the known world, now they make *Banjo Pilot*.



## Super Mario Sunshine

(2002) It might have been cold outside but the warmth of Delfino Plaza was brightening up every bedroom two years ago. Until the big wheel in Pinna Park that is.



# Tim's Nintendo Christmas

It was Christmas Eve, 1992 and I was sitting next to my brothers blabbering on about *Street Fighter II*. We were in the Beefeater in Basildon doing some crazy Christmas family meal we had every year. This year though I didn't care 'cos the next day I was gonna destroy them with Blanka's cannonball and Sonic Boom their ass. I'd seen it in *Mean Machines* a few months before, but it was over £100 on import.

Thanks to Santa it was bound for my bedroom the next day, as part of a brand new *Street Fighter II* PAL pack. But there was one character I couldn't get past – Zangief and his Spinning Piledriver. I learnt new swearwords that day. I still can't get past that sweating machine even now, and that hurts.



Those guys in the background were well chuffed for young Tim

# Is your TV Prime-d?

Five steps to making sure you're ready for a *Metroid Prime 2* Christmas.

We know thousands of you will be hoping to unwrap a shiny *Prime 2* disc this Xmas. Did you know it'll ONLY run on a 60Hz signal and might not work on your TV?

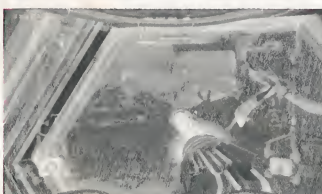
Never heard of Hz (hertz)? It's the speed that your TV displays its picture (or frame-rate). UK standard is 50Hz, but most TVs in the UK will display 60Hz fine. A few won't though. Follow our *Prime 2* compatibility guide in four easy steps.



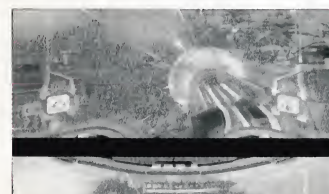
Check your Televisiogram for a scart socket like this



Boot up a 60Hz-compatible game by holding B on your pad



It's black and white! You might fix this with an RGB lead



It's rolling! There's no hope for you. Get a new TV or start crying



## How to make a Bob-Omb pud

Christmas pudding is the last thing you want after you've stuffed yourself with turkey and roast potatoes even if your Mum has set light to it.

But this year forget what Jamie Oliver says about how to make the perfect Christmas pudding 'cos you need the Bob-Omb Pud to liven things up.

Follow our overly-simple, step-by-step guide on how to make your Christmas dinner go with a bang. Warning: the Bob-Omb Pud isn't pink.

### What you'll need

- 2 x Christmas puddings
- 1 x Packet of white icing
- 1 x Plate 1 x Oven-glove
- 1 x Knife 1 x Adult



■ Frazzle the two puddings in the oven or microwave



■ Put one of the puddings ON TOP OF THE OTHER, flat side to flat side!



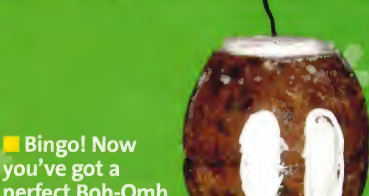
■ Using the white icing, squirt on a pair of Bob-Omb eye shapes



■ Next, dip a knife in water and sculpt them into perfect Bob-Omb eyes



■ Squirt the icing on top of the pudding and attach liquorice as a wick



■ Bingo! Now you've got a perfect Bob-Omb Christmas pud. Tuck in, Granny

## 7 Top Prime Reminders

Make sure your parents remember EXACTLY what you want this Christmas – *Metroid Prime 2*. Cut out these reminders and stick them wherever your parents will see them: on the kettle, their bedroom door... anywhere.

1 I wish I was a bounty hunter like Samus Aran. She's in *Metroid Prime 2*.

2 Nintendo Official Magazine gave *Metroid Prime 2* 97%! And it's only £39.99.

3 My mate says he's getting *Metroid Prime 2* for Xmas. He's SO LUCKY!

4 You're a GREAT parent. SOO great. Buy me *Metroid Prime 2* for Christmas!

5 I can't wait for Christmas. Turkey, crackers and **METROID PRIME 2!**

6 If you don't get me *Prime 2* I'll kick the dog and shred the Xmas tree.

7 TIME IS RUNNING OUT. BUY ME **METROID PRIME 2 NOW!** Pleeceeeeeeeeeeease.

## Dear Mum/Dad/Santa,

I've cleaned your car, washed-up and tidied my bedroom loads this year so that's gotta put me in line for a good Nintendo game this Christmas. Just so you know I don't want \_\_\_\_\_

or \_\_\_\_\_ no matter what the bloke says in that games shop you go to.

What I really want this Christmas is \_\_\_\_\_ on the planet.

If I get it, you will be the coolest \_\_\_\_\_

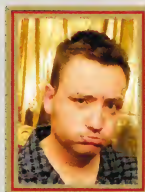
Thanks for reading!

Signed: \_\_\_\_\_



# Guess the gift

CAN YOU TELL WHAT PRESENTS ARE WRAPPED UP?



## Dean's Nintendo Christmas

It's Christmas 1993 and I'm kidding myself. My cousin Paul is in my little brother's room playing on his new Super NES. I'm lying down and talking-up my Amiga under the closed door, but all I can hear is the sounds of stuff being blown up. *Super Probotector*. Two player. It was easy enough to argue the superiority of my machine over the Atari ST – Christ, it sounded like a Spectrum – but the Super NES was winning Christmas Day in a storm of whizzy Mode 7 effects.

When *Super Mario World* went on, I myself sat down for a game. "Hmm, these pads aren't as good as joysticks are they?" "As if there's a dragon in a block!" "It's impossible to fly with this cape!" Lie. Lie. Lie. I had to have one of these grey blocks of love and SOON.



■ The game that turned Dean from Super NES hater to Mario lover

## How to return crap games

**Don't be embarrassed if you get *King Arthur*. Hit the shops QUICK!**

You bombarded your Mum with screams for *Metroid* (see our handy cut-out-and-keep coupons on p41). You hassled your Dad for *Paper Mario 2*. Even the cat knew that Christmas Day would be all about *Pokémon*.

What do you mean you didn't get one of those? What did you get? *Pac-Man World*?! Ah aha ahahaha ahaahaha h...

But don't sit there amongst the ripped up wrapping paper, pairs of socks from Auntie Gertrude. What you need is two things. A) *NOM*'s fool-proof guide to getting what you want even if you already got what you didn't. And B) The balls to ask one of those geeks behind the counter to change it.



### STEP 2

Tell your Mum you've seen that some shops were charging £60 for games this Christmas and just wanted to check the receipt to see if she'd been ripped off. When she says that it was just £40, say you don't believe her and you'd like to take a look at her receipt.



### STEP 1

When you unwrap the GC game-sized present, fake delight. Say "Just what I wanted!" when it clearly doesn't have Samus on the box. Keep the cellophane on and stash the game away, saying you'll play it later as you 'haven't seen Gran for ages'. Keep it there until the shops reopen after Christmas.



### STEP 3

Take the receipt and game back to the shop where it was bought. Say your Mum bought you the wrong game, show them the receipt and see if the shop will change it. Walk out a happy gamer! (\**NOM* accepts no liability if this plan fails or for any hideous embarrassment caused)





## YOUR TIME HAS COME, WARRIOR OF LIGHT!

When evil poisoned the land, mankind was infected by oppression and despair. The only hope of revival rests with four warriors of light that will risk everything to free the world from darkness and suffering. The time has come to use magic, draw swords and swing morningstars to save the world from the sinister enemy.

OUT 3rd DECEMBER

FINAL FANTASY I & II: DAWN OF SOULS.  
Only on Game Boy Advance.



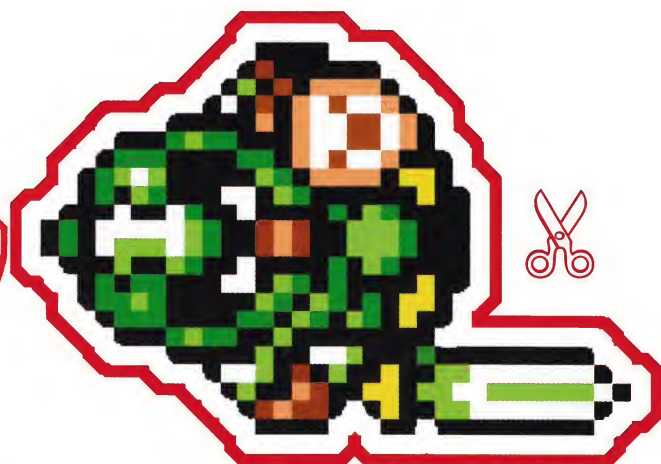
**GAME BOY ADVANCE SP™**

[www.nintendo.co.uk](http://www.nintendo.co.uk)



# Your very own Christmas tree cutouts

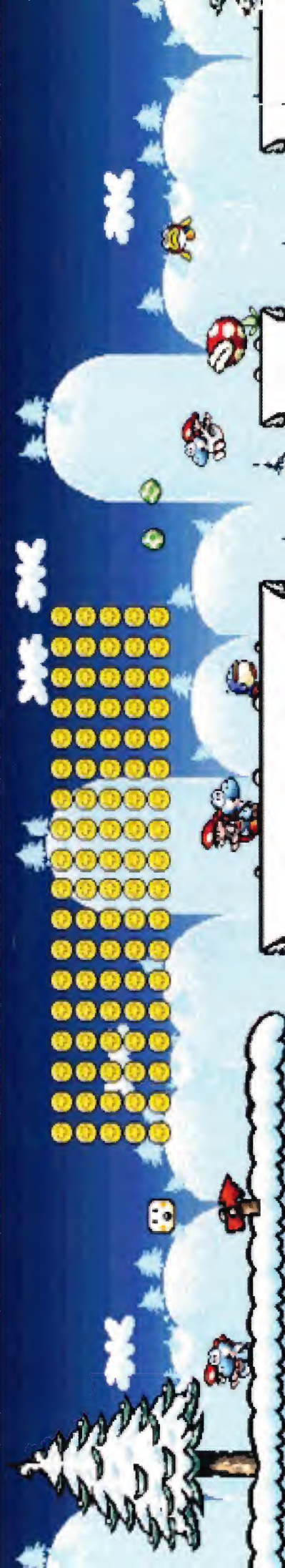
Look at your decorations. They're rubbish. You need a Princess Peach to sit on top of your tree, so we're giving you one. You need to replace the baubles with classic Nintendo sprites. You need to cut off those two *Yoshi's Island* strips, glue them into a circle and voila! A hat. WIN!







**YOSHI'S ISLAND XMAS HAT!**  
Cut it out and stick it together!





# The Perfect Christmas Gift



Buy someone special a gift pack this Christmas and let them choose which magazine subscription they want to receive. There are 10 packs to suit all your friends and family, from leading magazines for him and her, to individual interests such as Fishing, Golf, Outdoors, Garden & Home and many more. Pack prices start from just £27.99, so you will save money on the shop price.

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You must place your order by **14th December** to guarantee delivery of your pack before 24th December. Orders will be dispatched within 24 hours. For full terms and conditions see website. This promotion is brought to you by Emap Consumer Media Ltd.





## Dan's Nintendo Christmas

In 1990, my mum couldn't have possibly known what to buy me. As a 16-year-old boy, money couldn't buy the things I wanted for Christmas. Well, it could. But good luck finding a dirty girl who'll let you wrap her up and leave her under the tree all night.

My mum decided to get me one of those Game Boy things. Bless her. As I unwrapped it, I smiled like a maniac. Mum was happy she had pleased me. I was happy I'd received something with a good sell-on value. But then I played *Super Mario Land* and my life changed. What an adventure! Getting the four batteries in the right way, I mean. I loved that game. I loved my GB. I nearly cried when I lost the link port cover. I tried sticking some chewing gum over it, but that broke it.



■ Dan denied this was his whenever girls came round. It nearly broke his tiny heart

## They'll cracker you up!\*

Sneak these into your Christmas crackers and make Christmas dinner go with a swing. (\*the humour in these jokes is in no way endorsed by Nintendo Official Magazine)

Q. What type of coffee does Link drink?  
A. A Mocharina!

Q. What did Link say when he saw Epona?  
A. "Why the long face?"

"Knock, knock"  
"Who's there?"  
"Mario"  
"Mario who?"  
"Mario Mario"  
"Who who?"  
"Mario Mario" etc, etc

Q. What's Yoshi's favourite melon in the whole world?  
A. Iwata melon

Q. What did Mario say when he walked into Toad's house?  
A. "There's not mushroom in here!"

Q. What does Ash put on his hamburgers?  
A. Tomato Ketchup

Q. How do you get Pikachu and Mew on to a packed bus?  
A. Pokémon

Q. Where does Samus buy her Cornettos?  
A. From an ice beam van

Samus: "Doctor, doctor I think I've swallowed my Morph Ball."  
Doctor: "Are you choking?"  
Samus: "No I'm serious!"

## WHAT'S ON

Nintendo  
OFFICIAL MAGAZINE UK

YOUR ALTERNATIVE CHRISTMAS VIEWING

6am, GMTV

Eamonn and Fiona are live at Mike J's house to see the family unwrap their Xmas presents. Mike's girlfriend, Siuling, refuses to come out until she's finished paying Tom Nook's mortgage.

9.25am, Trisha: 'Why Does Bowser Steal My Bird?'  
Topical debate with lots of shouting.

10.30am, This Christmas Morning

Featuring games help from Prof. E. Gadd, cooking cakes with Princess Peach and how to munch your dinner in two bites with Wario. The phone-in: 'How many crap EA games did you get this Christmas?'

1pm, Top of the Pops Nintendo Special

90 minutes of classic Nintendo tracks. Includes the Ambassadors of Funk featuring M.C. Mario and Shigeru Miyamoto with the world's first banjo playing Xmas No.1.

2.30pm, EastEnders

Sharon slaps Peggy for not giving her a *Donkey Konga* Bundle Pak for Christmas. Elsewhere, the Slaters spend all day yelling 'Ave that een yaw fayce' playing *Prime 2*.

3pm, The Queen's Speech

Her Majesty's traditional speech on defeating all the bosses in *Minish Cap*. Plus, owning a PS2 is to be declared treason.

3.10pm, Nintendo's Toy Story

The race is on to find Samus after she's knocked out of Tim's bedroom window! Join Wild Gunman, Yoshi, Kirby and Nintendo try and find her. Any relation to existing Disney films is coincidental.

4.45pm, The Royal Institution Christmas Lectures

Dr Percival Smythe investigates Mr Miyamoto's brain to answer the timeless question: "Why does Mario have brown hair and a black moustache?"

6pm, EastEnders

Dot rues the day she ever got a Virtual Boy from 'er Charlie while Pauline spends all day in the laundrette trying to work out how to climb the mountain in *Minish Cap*.

8pm, The Office: NOM Special

The Christmas party is on press day and all's not well in. Kingsley's subbing like a ninja, Tim and Dean are playing the only DSs in the office and Mike's lost in his iPod. Rob cheers himself up by trying it on with the new marketing girl before Dan moves in for the kill. Hak does a silly dance to cheer everyone up. Guest starring Seal.

8.30pm, Only Fools and Horses: Mushroom Special

Bowser and Baby Bowser are overrun by dodgy Chinese pirated software and fake mini-Marios. Cranky rabbits on about the good ol' days of *Donkey Kong* before they pop down the Epona's Head for some Chu Chu vodka jellies.

9pm, It's A Wonderful Extra Life

George Bailey's life is in ruins, but just as he's about to top himself the Great Fairy reveals a special power block. Is there a 1Up Mushroom inside? Will he grab it and live on?

10.30pm, News

Moir Stewart gets paid quadruple time to tell you about house fires and why no-one's been playing a GameCube in the Highlands due to power cuts.

11pm, The Koopas At No. 42

Lemmy, Iggy, Larry and Wendy invite you into their house for a fitting finale to Christmas Day. Interviews with Banza Bill and Piranha Plant.

12pm, Later with Jools Holland

It's a *Donkey Konga* special as Supergrass, Kylie and Chumbawumba actually sing along to their DK tracks. Jools is seen playing *Donkey Konga* in the corner as blatant product placement for the Christmas sales.



# Whose cracker is this?

Can you tell which Nintendo character these crackers are for?

Christmas wouldn't be Christmas without a massive dinner and some crap crackers.

But with their rubbish pink paper hats, awful jokes and stupid presents like a mini-screwdriver set you wonder what all the bother's about.

In the Mushroom Kingdom, though, the presents are sweet and we've nicked a load from Mario's Christmas dinner table. Can you guess who they belong to? Answers at the bottom...



Answers  
1. Breath mints... Turtle Wax... it's Bowser!  
2. Moustache comp and seeds. It's Mario of course!  
3. All those power-ups - it's Samus Aran, folks!  
4. A horse brush? It has to be Epona's cracker!  
5. Range for your cheeks? Yes, it's Pikachu!





## Kingsley's Nintendo Christmas

Christmas 1998. The plan is simple. Stage one: arrive at older brother's flat as flea-bitten student. Help self to large quantities of crisps and beer.

Stage two: Lie in bed and wait for front door to close as brother leaves for work. Sprint to living room and weld self to fresh-from-the-box N64, plus astonishing new game, *Ocarina of Time*. Experience same thrill as games of Xmas past: 1979, Atari 2600 (only father allowed to insert *Asteroids* cartridge/operate switches); 1984, Amstrad CPC464 (super-technical tape-loading procedure for *Harrier Attack*). 1987, Amiga 500 (*Sword of Sodan*, parents rapidly losing touch); 1990, Mega Drive (*Altered Beast* "Kzrk... Rize from yorr gravez... - "Christ! That speech is AMAZING!").

Stage three: Fight need for food/toilet/more fags. Eight hours later, hear key in door. Switch off console. Pretend to write dissertation.

Stage four: Observe work-tired brother playing *OoT*. Try to resist saying: "Oh yeah, this bit's great". Lie when asked why own save file has loads more hearts than his.

Stage five: Spend rest of holiday staring at crap Christmas TV as brother hides game from me. Hell's Teeth!

■ Let's go to Termina for Xmas! Did anyone tell Link?



## Winter wonderland

CAN'T REMEMBER WHAT SNOW IS? COP A LOAD OF THIS...

It's bye, bye snowflakes, hello global warming, but that shouldn't stop you remembering these wintry scenes from Nintendo games.



## Mike's Nintendo Christmas

There were no big pressies under the tree for me in 1994. What were my parents playing at? I wasn't happy. I tore open the little parcels. Clothes, toys...

yeah whatever. Nothing MAJOR though.

I was considering releasing mad baseball bat rage on all the Christmas decorations when my mum walked in with a big box and handed it to me. Give us it 'ere! I ripped through the wrapping like a paper-eating piranha and out came a sparkling new Super NES, with *STARWING*.

I wiggled out, sprung up and started sprinting round the house holding the Super NES above my head. AARRRRGH! It may have come two years late for me, but it meant the end of playing on a dusty old NES, and I felt like a king.

■ No expert on nature, Mike believed everything he saw in *Starwing*. Talking birds, space foxes, the lot...



## It's party time

BOARD GAMES ARE FOR WIMPS. STICK YOUR GAMECUBE ON INSTEAD

Make sure you ignore the calls to get involved and play charades with a slightly-drunken aunt. Get everyone around the telly instead!

## Do play

### Wario Ware

Liven up Christmas by turning the air blue playing one of the best ever multiplayer games. Be warned about the chicken and the egg mini-game.



### Metroid Prime 2

Christmas is meant to be good will to all men, so show them some good will by letting them take the first shot. After that, blow their sorry asses into the New Year.



## Don't play

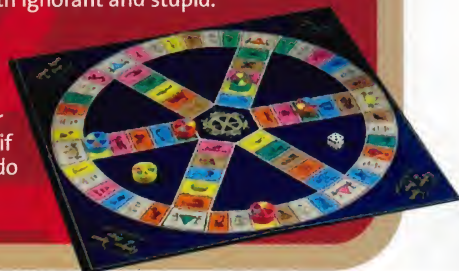


### Trivial Pursuit

General knowledge is for the weak. Only play this if there is a special Nintendo category. There isn't, so you won't.

### Monopoly

As if a house on Mayfair costs £400. Behave. That's like telling us that DSs grow on trees which we all know is both ignorant and stupid.





# Christmas Stinkers

If you had one of these games in your stocking it was probably The Worst Christmas Ever. Playing Old Maid with your Nan was infinitely more fun than putting on this load of old rubbish...



**Disney's Party** (2003)  
Disney makes great cartoons, not games. This tried to challenge *Mario Party* and just embarrassed us all. With a review score of 24%, we banished it back into the dark hole it crawled from.



**Lord of the Rings: The Fellowship of the Ring** (2002)  
Tens of thousand of Orcs and humans hacking each other to death is brill. Snail paced exploration and long-winded turn-based battles are dull. As evil as Sauron himself.



**Powerpuff Girls: Mojo Jojo A-Go-Go** (2001)  
Not even flying, lasers and space monkeys can make the Girls cool. If you trashed the living room after getting this for Christmas you did well. It's one for the bin.



**Batman of the Future: Return of the Joker** (2000)  
With games as crap as this you're left wondering; who is the real joker? The clown guy with lipstick and a big mouth, or the person who bought this thinking it'd be fun? Hmm...



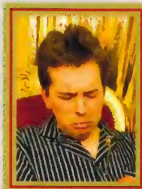
**WWF 2000** (1999)  
For wrestling fans, it would have been more of a Christmas treat to pile-drive your head into a fat steaming heap of cow dung than to get this. The N64 version was awesome; this wasn't.



**Bomberman Hero** (1998)  
The 3D revolution didn't go down too well in the land of bombing homicide. They blew the fun out of a classic when they decided to make the explosions realistic (crap). Santa, don't give us this.



**Hexen** (1997)  
In 1997 the N64 was marketed as the fastest, most powerful games console on earth. Yet Hexen looked blockier than a box of Duplo. You'd have more fun eating the pine needles from your Christmas tree.



## Rob's Nintendo Christmas

It was Christmas morning and like most eight-year-olds I'd woken up at 5am. There was just one thing on my mind, the Game Boy I'd NEEDED for months and months. After opening my presents, there was just one left... it must be the Game Boy.

I ripped it open and the handheld dream was staring me in the face. I quickly slotted *Tetris* in and switched on, but nothing happened! Disaster! It turned out my mum had become addicted to *Tetris* and had played it so much, she'd run down the batteries. We didn't have any spares, so I spent the day swapping batteries between the TV and video remotes and my Game Boy.



■ This is a close-up of a tattoo on Rob's left ass cheek

## Create your own Mushroom Kingdom

Confuse your Grandad and bewilder the dog with our guide on how you can Nintendoify your Christmas Day.

- All presents sit under the Deku Tree
- Call your brother Mario or Luigi and your sister Peach or Daisy
- The dog is known as Poochy, the cat is Meowth
- If you drive to a relative's house insist on calling your Dad's car the Blue Falcon and scream stuff like 'You got Boost Power' every time he overtakes
- At dinner, pick up the chicken and run around with it above your head
- Insist on calling real carrots Pik-Pik carrots. Brussel sprouts are morph balls
- Scream 'Munch!' just as everyone is tucking into dinner
- If you play games after dinner keep shouting 'I'm the best!'
- If someone is given a camera as a present it's a Pictobox. Nothing more
- Whenever you open a present make the chest opening fanfare from *Zelda* EVERY TIME



## What to sell if you don't get Prime 2

WHAT?! THEY BOUGHT YOU SOMETHING ELSE? THIS IS HOW YOU GET IT.

First up you need to dig out any games you don't want anymore, whether it's GameCube or GBA. Once done bomb down to your nearest games shop and see what trade-in price you'll get for them. The better condition they're in, the more money you will get.

See what price they'll give you for those games and whether you can just swap them instantly for a copy of *Prime 2*. Still not clear? Follow these formulas that we've passed through our Mother Brain. At the time of going to press roughly three GC games or five GBA games was enough to get a brand-new copy of *Prime 2*.



## Hak's Nintendo Christmas

If I said *Donkey Kong Jr.*, what would you say? Jungle what? Shut-up and sit down. I'm talking state-of-the-art gaming technology in your back

pocket. Maybe it wasn't full colour, but it sure was the first time I'd seen anything like it. It was a real pain playing in bed as you had to get your bedside lamp in the right place, too.

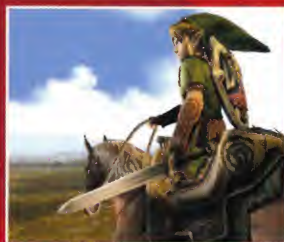
First you grabbed a key, climbed a vine, then jumped across some platforms, caught a balloon and unlocked DK who had three padlocks on his left arm. Now the thing that confused me was the size of his arms. They were actually bigger than Jr. and he could have easily broken those chains. Anyway the game got faster and faster until Jr. was just a blur. Dad's arm was moving quicker and quicker, I'm jumping like crazy, missing a lock and back to the beginning. I tell you what though that blippin' sound still drives me nuts after all this time.

■ This was the only video game on sale in Turkey until 1998



## The games for Christmas 2005

Coming soon to a GameCube near you, our red-hot favourite for the Christmas No.1 next year...



### The Legend of Zelda

*The Lord of the Rings*-esque GameCube swansong will surely be a stocking-filler next year. We're yet to see a final version – that will come at this year's E3 we hope – but this could sit alongside *Prime 2* as the definitive game of this, or any, Nintendo generation.

... and then there's...



### NFS: Cambridge to Peterborough

Hit the road as Mike J in your souped-up Fiesta. Burn your way to Peterborough, avoiding tractors and KFCs to ensure you get to work on time. Choose your driver's threads (Nike-only) and pick your tunes, Snoop only though.



### Star Wars: Kingsley's Battlegrounds

Sick of seeing decent *Star Wars* titles on Xbox, Kingsley cracks and decides to make his own game. Battle as NOM's flare-wearing Prod Ed in dogfights above Cloud City and over the Sarlaac Pit. Chewbacca outfit free if you pre-order today.



### NOM UK: The Game

Can you get *NOM* to the printers on time? With a week to go you decide what's on the cover, what the gift will be and what you'll put in the mag! The gift can't be a demo disc and you must write the entire mag, leaving the office at 5.30pm nightly! Fail to sell a billion copies and you're fired.

# HAVE A VERY MERRY CRISTMAS

Nintendo  
OFFICIAL MAGAZINE UK

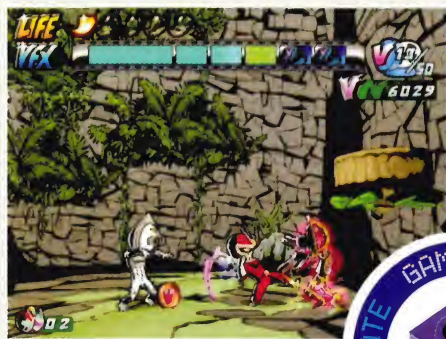




# Previews







# Viewtiful Joe 2

**Wanted: man and woman fighting team to kick robots to bits.**



It's hard to see what's special about *Viewtiful Joe* just by looking at screenshots. You need to power-smack four or five robots off the screen in one combo to appreciate its

beauty. You need to feel the adrenaline rush of punching a bullet back into a cowboy robot's face then Mach Speed-battering him until his head explodes and Joe sets on fire. It's a wonderful thing.

We saw *Viewtiful Joe 2* at E3. It was only a short demo but in a few minutes it re-lit our robot-wrecking flame and made us walk away from the pod wanting to fly-kick people. Look up 'bonkers' in a

dictionary and it'll say *Viewtiful Joe 2*.

It's just as crazy as the original and then some because Joe's brought his girl, Sylvia, along to break stuff with him. When we played *VJ2* at E3 last May, you had to choose which one you wanted to trash through the level with. Now, at any time during play you can hit **Z** to switch players.

Joe shouts "GO KICK SOME" and Sylvia flies onto the screen. She grabs onto Joe for a flashy spin move and Joe flicks off, leaving Sylvia in her fighting pose, ready to go berserk on anything robotic. Everything they do is done in style. Before you ask — no, there's no two-player co-op mode in the game. Soz.

But you will need to make Joe and his girl work together in each level because the red-suited dude can't solve all of the puzzles on his own. He and Sylvia have their own abilities that you'll need at specific points.

Sylvia's new VFX Replay move replays any action she performs and triples the effect. It also charges her with electricity, making her immune to shock. >>>



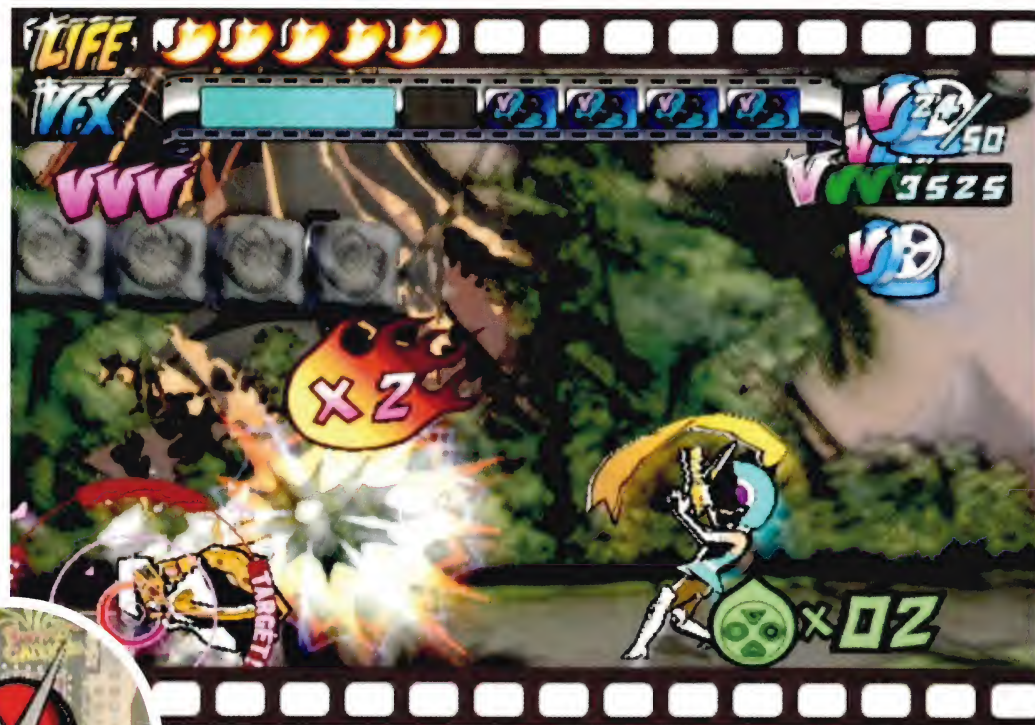
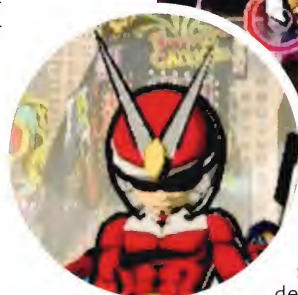


>>> But it doesn't end there – she's also useful for smashing any blocks that are covered by an electric charge. Joe is the only one who can do Mach Speed which also makes him immune to fire. And, as before, he can set fire to objects in order to solve puzzles.

You've seen Sylvia's gun, but it's not just a weapon for causing long-range pain; it's also a tool for solving puzzles. If there's a button or switch that Joe can't reach, you'll have to call on Sylvia and use your blaster to hit it from a distance. That's a basic example, but don't think the puzzles in this game are easy. Your mind has to be in *Viewtiful* mode.

It took us a while to tune into the game's mental mechanics. We were stuck in a cave where our only escape was far too high to reach. There's a button that drops a crate into the cave but standing on the crate still doesn't give Joe enough height to escape. We needed more than one crate.

Mach Speed doesn't work because the button sticks



in after the first hit. By the time it pops back out some spikes destroy the first crate. Problem. We got frustrated. We can tell you

from experience, repeating the same impossible jump over and over won't make it a possible jump. The game won't alter itself. It'll just make you angry.

Suddenly it was obvious – use Sylvia's VFX Replay move to

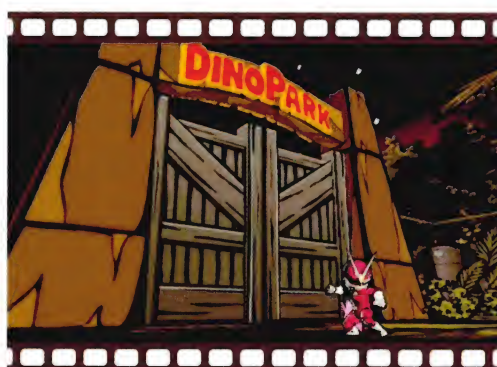
smack the button three times. Three crates dropped at once and we were out of there. Victory is sweet, especially if it comes shortly after considering smashing your GameCube into little bits.

The puzzles get tougher, requiring a combination of abilities to solve them. If you can't hack brain-grating teasers like these VJ2 will make you want to scream. But then you can take out your rage on the dozens of enemies that come at you. That's how VJ2 keeps you hooked.

It may have loads of new puzzles, but just like the original, it's the nutty fighting madness that makes VJ2 what it is. Even after finishing the first game numerous times, we can't get enough of the battles in the sequel.



❑ Ah, floaty stones in lava. Welcome back, old friends



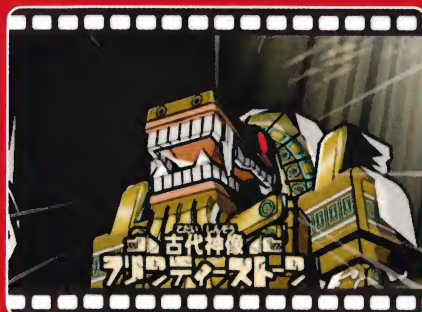
❑ There won't be any flesh-eating lizards in there

## Torture in a game

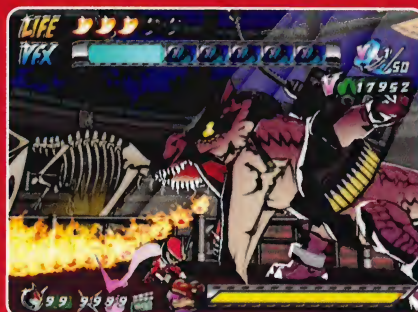
Bosses that mean business – the business of stamping your nose through the back of your head.

The bosses in VJ2 will make Game Over screens haunt you in your sleep. The first time you play each one, you WILL believe they are impossible to beat. They utterly destroy you.

You may stamp on your 'Cube or smash a controller, but you'll still want another go. It's just like the old days. The boss fights in this game are too awesome.



❑ Big Bear Cubed – he's three times as hard



❑ Yeah, it's not hard enough. Give it a gun



❑ It's full of surprises – like a drill up your ass





□ *Viewtiful Joe 2* is a battle between your eyes, brain and thumbs. If any part of that gaming chain breaks down or isn't performing, cut it from your body. It says so in the Bible



VFX Slow is still easily the most satisfying with its power-amplifying properties. Sylvia's small and weak laser shot turn into a huge plasma ball in Slow mode, ripping across the screen and battering through all robots in its way. It's awesome for combos because you can hyper-kick three or four robots surrounding you across the screen, then fire off crazy shots to splat distant bots with the same chain. PA-POW!

Just when you thought it couldn't get any better Sylvia gets a lock-on power-up for her gun that can target eight of the punks at once. When she squeezes that trigger it's robot

devastation all over the place. Nuts and bolts fly everywhere. Ah, the sweet sound of breaking metal.

Those cool-as-hell drop kicks are still in there, with their awesome face-wrecking effect. One of those in Slow mode beats any Bruce Lee kick in the satisfaction stakes. Slow-stunning a robot and landing a killer uppercut to its jaw, sending him rocketing into the ceiling is still as pleasing as ever. Joe and Sylvia can even come together for massive double-team attacks to obliterate bots with hyper power. If filling the screen with wreckage made you fall in love with the original you'll be in

heaven with this.

Even the Six Machine wants more of the fighting action this time around. Before it was just a ship. Now it can turn into a massive rocket launcher that Joe holds on his shoulder, a submarine, a fire-breathing car and even a huge Transformers-style mech.

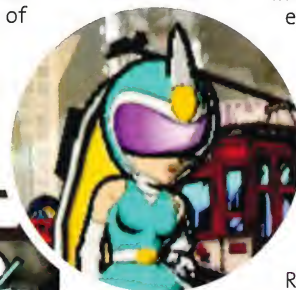
That means, as well as being able to cause ultimate destruction, there'll also be loads of new areas

including underwater levels.

We've seen Joe doing his crazy kung fu in dinosaur parks and ancient temple-looking places, and dodging giant swinging axes in dangerous lava pits. It's like a classic old-skool platformer at times. Retro heads will need this game in their lives.

*Viewtiful Joe 2* is off its head.

It's got everything that was great about the original, chucks in some extra craziness and explodes in your face like a TNT-loaded barrel full of robo-monkeys. It's a retro game with a thoroughly modern style and it's as tough as hell. It's 2D, but has all the depth of any 3D game out there and if you think it looks like a kid's game, get it and see how it UTTERLY RUINS YOU. **Mike Jackson**



□ Joe's thunderous kicks smash the background out of focus meaning they've got to hurt

## ESSENTIALS

**DEVELOPER:** CLOVER STUDIO

**FAMOUS FOR:**

This is their only title at the moment.

**THE PHIAL OF COMPLETION**



**MULTIPLAYER:** \_\_\_\_\_ NO

**PUBLISHER:** \_\_\_\_\_ CAPCOM

**RELEASE:** \_\_\_\_\_ MARCH 2005

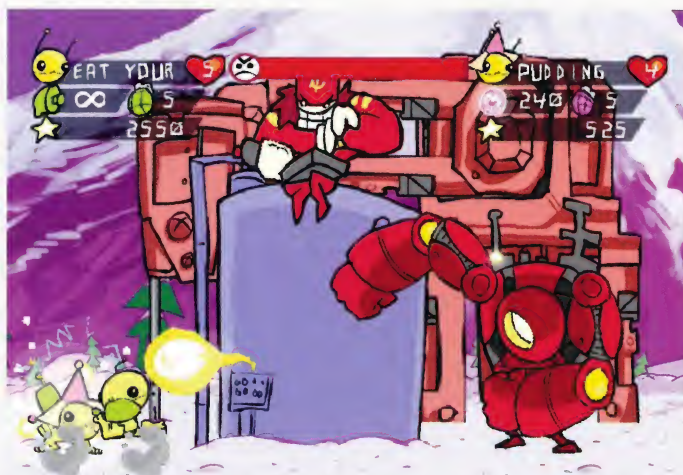
**REVIEW:** \_\_\_\_\_ EARLY NEXT YEAR

## PREDICTED SCORE

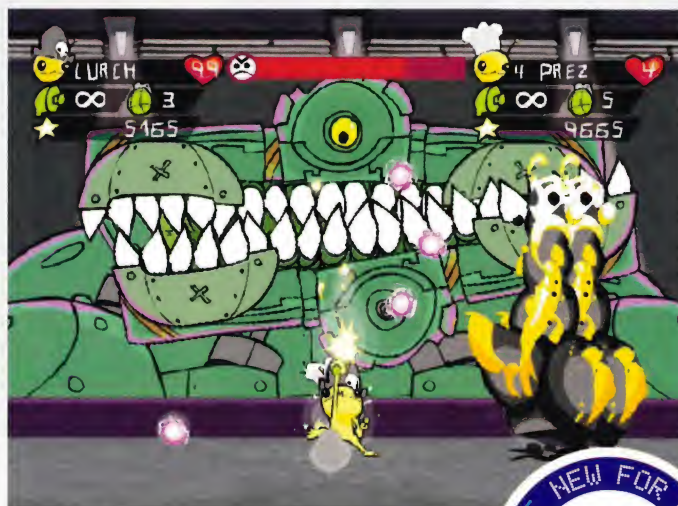
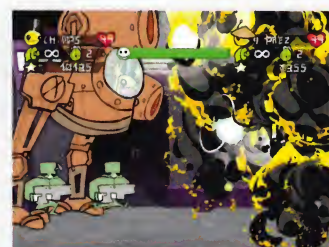
You may have thought kicking helicopters out of the sky was crazy. Wait until you see what's in this. It's rock hard, totally nuts, amazing and unique.

**85**%  
**PLUS**





❑ Snow robots: painted red by the Ruskies for added camouflage



❑ Robots with teeth hint at a grim future for all



# Alien Hominid

The first screens came out and it was love at first sight. Now we've gotten to know it even better we want to have its little alien babies.

Let's say, for the sake of this preview, that you are an alien. Specifically, let's make you a short little yellow alien. And we'll give you a gun, too. Not one of those crappy bullet-spraying guns, mind, but one of the cool little energy blasters that Earthworm Jim elevated into an art. Now, let's say you're joyriding through space one day, admiring the strange cloud patterns of the planet Earth, when suddenly your ship is shot down. Upon crashing, the force of the impact sends you flying out of your craft. A bunch of fashionably illiterate dudes



calling themselves the "FBI" grab your ship and disappear into the night, leaving you to fend for yourself in the middle of a gritty downtown area in the middle of Anywhere, USA. What do you do?

If you said "blow up anything that moves until I get my ship back", you're ready for *Alien Hominid*, the debut title from indie developer, The Behemoth.

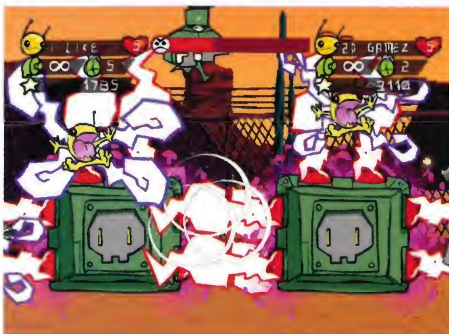
The premise is simple enough: trot to the right, take down anyone who gets in your way and survive as long as you can. Most of your enemies, at least in the first few stages, consist of an army of

identical FBI agents: black suits, black sunglasses, huge foreheads and heavy machine guns aimed straight at your head. You can take them down the old-fashioned way, by blasting them back, but where's the sense of style in that? Or, more to the point, how can one rake in the Style Points at the end of the stage with just a gun?

Luckily, Hominid (or Hominids, in co-op mode) is armed with a variety of cool moves for taking down his shipnappers, including grenades, knife attacks, the mysterious ability to pull enemies into the ground, decapitations via his sharp teeth, tossing people around and more. Essentially, the game has been masterfully streamlined to ensure that we never get tired of taking down federal agents.

But still, the monotony has to be broken up somehow, right? Oh, but of course, and what could do this? What single force of freaky science can keep a cool little alien busy while slaughtering his way through government agents?

Robots. Yes, robots. Tons of 'em, everywhere. Fast robots. Dumb robots. Robots so unbelievably gigantic that the camera has to pull back just to see them. The robots (and sometimes, manned machines, but mostly robots) serve as bosses in the game but, against most conventions, The Behemoth weren't satisfied with simply putting one at the end of each stage.





## PD-Ace

Mini-games are in vogue. We're not complaining.

Though they may seem like an afterthought, the PDA mini-games may challenge the main game itself, in terms of fun-factor. Up to four players can play co-operatively through over 200 single-screen action puzzles.

The goal of each screen is to dispose of

all the enemies on screen, via jumping on their heads or otherwise, and head toward the exit that opens up afterwards. After the first few introductory levels, the game becomes madness, especially with more than one person slugging it out for the high score.

The game manages to somehow encourage both teamwork and betrayal as players race for the goal which, of course, causes many bouts of laughter and yelling. Remember the *Wario Ware* game where you're all jumping for the money? It's just like playing that.



□ Tim's the green one, so he's taller and skinnier than all the others



□ Aliens: advanced in all fields except portable game graphics

Each and every sub-level of each and every stage that we've played so far contains somewhere in the region of two to three boss enemies, sometimes with barely a breather in-between.

Kill one in a hail of gunfire and explosions, avoid the crumbling buildings, take a few steps forward and... holy crap! It's another robot! And by the way, this game has the best explosions of any game ever. So, looking at the awesome tally so far, we have: aliens, robots, explosions... what more is needed? Pirates?

Well, not exactly, though it is possible to have Hominid wear a pirate captain's hat. Actually, there are quite a few hats in

this game, which are unlocked as you progress via secret spots. So far we've seen, among others, the default red cap, the aforementioned pirate hat, cute little teddy bear ears, afro wigs and more.

Additionally, there are a slew of mini-games, including a deranged version of football, a multiplayer PDA mini-game, a sweet-collecting challenge via a gigantic floating pinata and Super Soviet Missile Master, a hilariously primitive game featuring sub-Atari 2600 graphics with an objective involving launching nukes from the Soviet Union to the US.

Astute NOM readers may remember our interview with the game's creators back in issue 145. *Hominid* has already



□ Tell the aliens apart by making one wear a hat

been released in the United States by publisher O~3 and, while there's no word yet of a European release, we're assured that the boys are on their way to finding a suitable publisher sometime in the very near future. We'll let you know the second a deal is signed. **Frank Cifaldi**



□ Princess Diana's sterling work campaigning against land mines does us no good here

## ESSENTIALS

DEVELOPER: THE BEHEMOTH

FAMOUS FOR:

Getting a commercial product released from the humble beginnings of an internet Flash game. This game, in fact.

MULTIPLAYER: TWO-PLAYER CO-OP

PUBLISHER: TBC

RELEASE: TBC

REVIEW: DUNNO, LIKE

THE PHIAL OF COMPLETION



## PREDICTED SCORE

After the slight letdown of *Metal Slug Advance*, we're pinning our hopes and dreams on this. It's funny as hell, which is a good start.

80%  
PLUS





# Mario Power Tennis

Can Mazza's tennis sim finally make it game, set and match against *Super Tennis*?



Once upon a time in Nintendo Land there was a sports game called *Super Tennis*. Rich, John and Meyer were the Super NES stars, blasting unstoppable swerving serves, arcing lobs and delicate drop shots to win with ease. "Could this be the greatest sports game ever?" the umpires asked as they stood around stroking their 'taches. Ten years on and we

can confidently say that it has stood the test of time.

But hang on, Mario and the gang have always wanted a piece of the action and they're not about to go down without a fight. They've even added *Power* into the game name to make you take notice.

This pretty much picks up where the last game left off. Back in 2000, the legends of the Mushroom Kingdom strutted their stuff around the court in what was then one of Camelot's early sports outings. The usual top-spins and cheeky slices of tennis games were given the Nintendo medicine so that your N64 hacked up all manner of weird 'n' wonderful colours

and multiplayer gameplay. Even Mario got his sore butt down from the umpire's chair to take part and the early days of connectivity, using the (whisper it) Transfer Pak to link-up with the portable game of the same name were sweet.

Burn through four years and Camelot has busted loose on GameCube, filling it to bursting point with as much Nintendo as you could care to even dream about. We've shown you the Blooper and Luigi's Mansion courts before, now it's the turn of the rest of the game.

Compared to *Mario Golf*, Camelot has certainly been taking their Nintendo medicine, covering the game of tennis in as

□ Old rivalries are buried as dinosaur and ape team up against the world







❑ Hit the Shines as Piranha Plants live it up in the Delfino sunshine

much Nintendoness as possible. There's the historical, if slightly compact, *Mario Bros.* court, Delfino Plaza and Ricco Harbour from *Sunshine*, plus your standard courts of grass, clay and hard surfaces have all been ripped up and dumped inside the Peach Arena.

The same controls as the N64 version have been ported over so it's double-tapping action to create powerful top-spins and slices that scoot over the top of the net with millimetres to spare. Lobs and drop-shots add to your moves too, thanks to more two-button combos, but there never seems to be enough power to completely finish off the point. Winners never seem to be decisive, giving your opponent enough time to sprint after the ball and rescue the point.

Depending on the character you've chosen, each player has a different skill, whether it be improved speed, technique or power. All your old foes from past Mario games have been given cheekier moves to add to their all-round nastiness, too. Boo's been given a ball swerve of Beckham proportions, making it land in when it should have sailed out. Boo can even miss the ball and vanish, only to reappear behind it to smash back a return. Yoshi's got

extra pace to reach those lost causes while those Mario brothers are the solid all-rounders they've always been.

It certainly creates mental games of tennis. You never quite know what to expect as you smack the ball at each other in a rally, waiting like hawks to see who pops up with a lazy lob. Holding down the hit buttons can

sometimes offer much-needed winners, but you'll need to know where the ball's gonna land so you can charge up. You might still miss the ball though, even when it's so close you can smell it.

If the charged-up shots wasn't enough for you Camelot's crazy spin on the gameplay hasn't ended there. Say hello to the Power Shots. To be perfectly honest they get in the way of normal rallies. Just when you thought you'd powered away a winner, out pops a defensive move to reach the ball and continue the point, totally defeating the object of tennis. >>>



❑ Altogether now – Mamma Mia!



❑ The hammer should be banned

## Hit winners with 100 Boos

Power Tennis incorporates Power Shots. Go figure.

Forehands, backhands, volleys and smashes – your standard strokes in any tennis game. But this isn't just any tennis game. Wait for the glowing racquet and you can perform either a defensive or offensive Power Shot, depending on where the ball lands.

Most are related to classic character moves we've seen over the years, most are ridiculous and will just add to the length of a rally. And make sure you don't turn away after you thought you'd hit a winner – they might just get it back!



### ❑ Mario

The platform-hopping, undisputed master of the Mushroom Kingdom can either fire up his trusty hammer for a flame-filled treat or belt the ball back over the net as he spins in a trademark 360° move.

### ❑ Luigi

Thought big brother had beaten him? No! Using the power of the Poltergust, Luigi can suck up a seemingly unreachable ball and drag it back into play, ready for a good hard thump back over the net.



### ❑ Donkey Kong

For an ultra-fierce Power Shot, the king of the Nintendo jungle jumps into one of his infamous barrels and blasts out again, smashing the ball over the net in the process. Have some of that monkey magic, Diddy.

### ❑ Princess Peach

This is one of the cheekiest shots in *Mario Power Tennis*. Peach will blow a kiss, releasing a cloud of hearts to chase after the ball and lovingly drag it back within the good lady's reach.



### ❑ Boo

In a total lack of respect for the rules of tennis, Boo transforms himself into tons of miniature Boos, disguising which Boo hits the ball to confuse the unsuspecting dupe at the other end. Rude.



## Making games

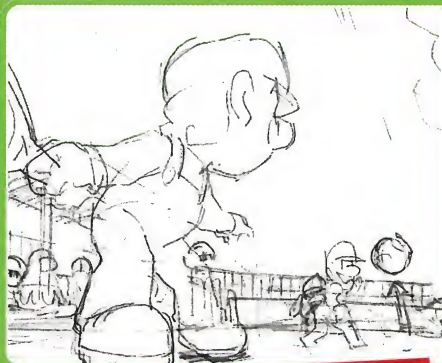
See how they create your fave games.

Creating your favourite Nintendo games takes lots of hard work and many hours of not sleeping and eating. A bit like making **NOM** each month.

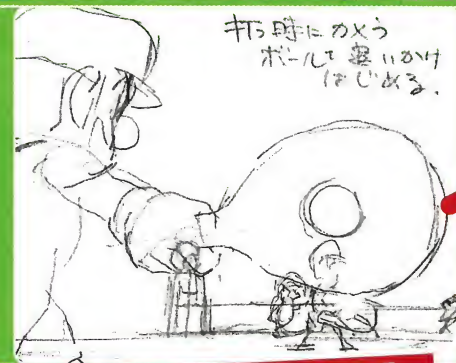
But have you ever wondered how they begin to make a game? It has nothing to do with mummy games and daddy games loving each other very much.

Basically, before anything is designed, the game is sketched out in storyboard form just like a movie, using some things called a pencil and paper.

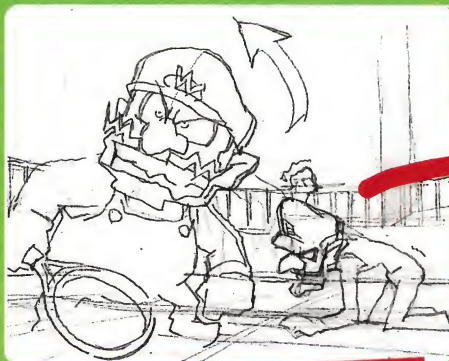
Fortunately for all you **NOM** readers, the guys at Camelot sent us some early sketches showing how they wanted **Mario Power Tennis** to look in the first place! We think they're pretty close. Check 'em out!



**IT'S ONLY A PENCIL SKETCH, BUT THE GENIUS IS PLAIN...**



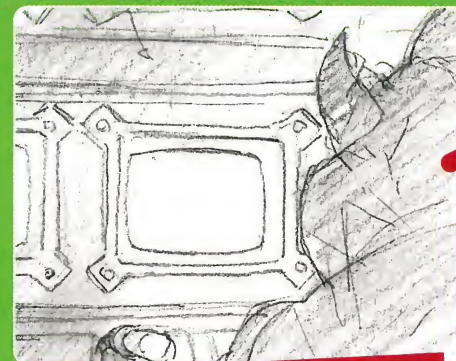
**... HANG ON, MARIO! WHERE ARE THE STRINGS?**



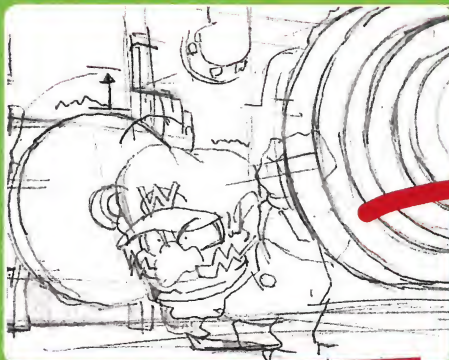
**WARIO AND WALUIGI ARE BACK TO CAUSE MORE MISCHIEF...**



**AND A DAB OF 3D WILL ONLY MAKE THEM MORE DANGEROUS**



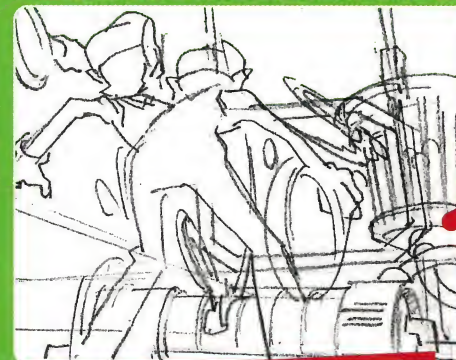
**OKAY, EVEN IN BLACK AND WHITE IT'S OBVIOUSLY BOWSER**



**CONCEPT STAGES INCLUDE DESIGN NOTES...**



**LIKE A NOTE SAYING "MAKE NOSE EXTRA PURPLE"**



**BUT SOMETIMES NOTES ARE MISSED OUT...**



**WHAT'S WARIO DOING WITH THAT PEN?!**



**MAYBE HE'S PRACTISING FOR WARIO WARE ON DS?**



**WE THINK WE KNOW WHAT BOWSER'S UP TO NOW...**





THAT'S BETTER. TRY NOT TO HIT YOUR BRO IN THE FACE



WHAT EVIL COULD HE BE PLANNING FROM AFAR?



... LIKE "GIVE HIM SOME PROPER SHOES THIS TIME"



... BUT IT LOOKS FAR MORE EXPLOSIVE IN COLOUR!



Waluigi may be king of the Peach Dome court, but sadly not master of his own bladder it seems



3D players in a 2D-3D classic court. Insane



Arrows are the work of the Devil. Ask Jesus

>>> Why should Peach's kisses suck up a ball that she should never have reached unless her arms were 12 feet long? It's not just the Power Shots though. The Nintendo courts look great, but too often you just won't be able to see the ball as ghosts/slime/arrows/crazy colours\* (\*delete as appropriate) stop you seeing where the ball's gone. This is a tennis game for crying out loud! If you can't see the ball then what's the point?!

Stick to standard play though and you'll have a multiplayer tennis game that will leave you slapping high-fives one minute and yelling at each other the next. This is where games like this excel, working out your opponents' weaknesses and putting them to the slaughter during a heart-racing rally.



That Sunshine gloop is gonna ruin you

Walk out a champion or demand another go to prove that the last game was just a blip on your record. That's the true way of *Mario Power Tennis*.

As you'd expect from a Mario game the presentation is as slick as it's ever been, even if the look of the menus has been ripped from *Toadstool Tour*. It's no bad thing, but it's gonna be the on-court action that will decide if this is going to be a winner. At the moment we'd say it's a semi-finalist at best. **Tim Street**

## ESSENTIALS

DEVELOPER: CAMELOT

FAMOUS FOR:

The golfing giggles in *Mario Golf*. Twice. The tennis mayhem in *Mario Tennis*. Twice. The RPG hilarities in *Golden Sun*. Twice.

MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: FEBRUARY 25TH

REVIEW: IN A COUPLE OF MONTHS

## PREDICTED SCORE

Back on the Super NES, players said 'Rats' for a crap shot, now we say 'rats' for a tennis game we thought we might adore but don't quite. Yet.

THE PHIAL OF COMPLETION



80% PLUS





❑ Those power-ring things are now compulsory in all RPGs



❑ We're not sure where its knackers are, but that's a good guess

# Baten Kaitos

**A gorgeous role-playing adventure set amidst the clouds.**



Imagine what it would be like to live on an island in the sky. You'd get nosebleeds a lot and food would cook slower. And if you were walking around on your day off you'd have to be careful you didn't step right off the edge and die. This is what the people in the world of *Baten Kaitos* have to deal with. The earth and the ocean are the stuff of legends now that humans have destroyed them all in a great war. Humanity had to escape to the sky for survival. Oh yeah,

and somewhere along the line people evolved these cool magical wings.

Sounds awesome, doesn't it? And in its own special way, it is. As a role-playing game, *Baten Kaitos* isn't as unorthodox as *Paper Mario*. In fact it's pretty straightforward *Final Fantasy*-style fun with little variation on the theme – go from town to town, kick monsters' asses, level up, find new weapons, beat a giant boss, repeat. We all know somebody, like Dean, who hates RPGs and *Baten Kaitos* isn't

going to convert them into fans. But if just thinking about hit points makes you go weak at the knees, you'll need this.

You control the main character, Kalas. He's an angsty teenager with blue hair (you gotta have blue hair). We're not sure why he's so angry, but it's either the fact that one of his wings is gone and he had to replace it with a mechanical one made by his grandpa, or the fact that an Imperial lackey named Giacomo killed his grandad a couple of years ago.

Either way he's naturally contemptuous of the people around him and that's where you come in. In *Baten Kaitos*, although you're moving Kalas and pals around, 'you' are an unseen Guardian Spirit. The guys on screen turn around and face the 'camera' to talk to you and ask your opinion about things. If they trust your judgment, they'll fight better in battle.

Let's turn our attention now to the Battle mode screens. They're the ones with all the



❑ It may be pink, but it's still gonna hurt







❑ In a battle of sheer garishness it's tough to pick a winner here



❑ "Yeah, I know we're in an RPG, but you could clean up occasionally"



❑ Yes those are cards. No! Don't run away!

cards, which are called Magnus. We'd like to point out that, despite what you might think, *Baten Kaitos* is not *Magic: The Gathering*. You're not going to sit around snoozing while you ponder over what card to play next. All those cards are doing is taking the place of those menus that say stuff like FIGHT/MAGIC/ITEM/RUN LIKE HELL. You just pick out weapon cards when it's time to fight and pray that you've got a few defence cards in your hand when the enemy decides to find out what you taste like.

You can play straight through the game without even bothering with the numbers on the cards. All they do is give you bonuses if you happen to make a good poker hand while you're battling. Get three sequential cards in your attack phase, for instance, and you'll deal about 13% more damage. If you can't seem to get lucky with your draws, don't even worry about it, because *Baten Kaitos* isn't very difficult anyway. Just make sure you have a good balance of attack, defence, and healing cards in your deck and it's tough to lose.

Outside of battles, there's a bunch of different side-quests and mini-games to keep you immersed in *Baten Kaitos*' world. Just in the first two hours, you'll need to bring a woman some water for her flowers, burn down a fallen tree in the forest, help an old man find his four ex-wives and their kids, and shut up a whining little girl by giving her an apple. Mundane tasks, yes, but you never know what super-cool item they'll give you in return for your puzzle-solving brain power.

Turning your attention once more to the imagery on these pages, you'll notice that the graphics are absolutely stunning. We love the design decisions. Somewhere, somebody at Monolith Soft said "Hey, this is an RPG. Nobody needs to move the camera". So the designers went with pre-rendered backgrounds, designed by the same guy who did *Chrono Cross*. The downside is that you can only look at them from one angle. The upside is that they're gorgeous and no current generation system could ever hope to recreate *Baten Kaitos*' levels in three dimensions. You'll keep playing just to find out what the next screen looks like.

Or to hear what it sounds like. If you like soothing chill-out music and have the entire collection of Enya CDs, you'll want to hunt down *Baten Kaitos*' soundtrack, by super-composer Motoi Sakuraba. His rich arrangements of strings and piano adds the perfect, ethereal touches to *Baten Kaitos*' towns and dungeons. And when it's time to rock out hard, his battle themes are spot-on.

You want a token flaw? The voice acting is hideous. That's a minor complaint at best and easily overlookable considering that *Baten Kaitos* pulls off everything else with charm and grace, shaking up RPG traditions without spilling anything. With *Paper Mario* and *Tales of Symphonia* already out, how much more RPG goodness can the GameCube take? **Chris Kohler**



❑ Unleash your Shadow Wings attack on any librarian foolish enough to say "Shhhh!"

## ESSENTIALS

DEVELOPER: MONOLITH SOFT

FAMOUS FOR:

The *Xenosaga* series for PlayStation 2, which is rightly regarded as among the finest role playing game saga EVAR.

MULTIPLAYER: NO

PUBLISHER: TBC

RELEASE: TBC

REVIEW: TBC

THE PHIAL OF COMPLETION



## PREDICTED SCORE

It's not going to change the world, but *Baten Kaitos* is a solid RPG with seriously hot graphics and fun battles. Let's hope it gets here fast.

80%  
PLUS



# Banjo Pilot

Brace! Brace! *Banjo Pilot's* experiencing some severe gaming turbulence and could be on course for a rough landing.

At this time of year, Banjo the bear should be tucked up in a cave somewhere dreaming about picnic baskets and salmon. He shouldn't be made to cram his massive body into a tiny plane, then have to race against other animals who probably have better things to do as well. Don't worry though, the RSPCA has already pledged it'll deal with it, once they've sorted the whole "creatures in balls" problem with *Pokémon*.

*Banjo Pilot* is a new take on the classic racing formula set by *Mario Kart* way back in the days of the Super NES. But instead of karts rocketing around courses and skidding through bends, you've got planes trundling along collecting power-ups and going through boost hoops. It seems like Rare has just gone through the checklist to make sure they've mirrored almost everything in *Mario Kart*. Funny looking game characters? Check. Different tournaments?



It's like *Super Circuit*, but with planes and without all the bits you liked

Yup. Multiple weapons? Check. Playability? Oh dear.

Basically the problem with *Banjo Pilot* is that it has the conventions of a karting game, but features planes that are flying above the ground. This generally makes it feel loose and it lacks the finesse of a finely tuned racer. In karting games we're okay with the fact grass or mud alongside a course slows you down when you drive over it. But why in the world should this have any effect on a plane?

We tried to cut a few corners by flying over the grass or lava, but were pushed back onto the course by an invisible wall, which bumped us about and slowed us down. This, in a nutshell, is stupid. You should be rewarded for your attempts to shave time off your laps, not

punished. We understand that obviously you shouldn't be able to fly

wherever you want, which would make the course redundant. But surely there should be some room for going slightly off the flight path?

Maybe we need to spend some more time with *Banjo Pilot* to really "get" what it's about. But to be honest with you, unless Rare does something incredible between now and February this will never receive the glory of reappearing on our Future Five list, like it did last month.

What's next for Rare? A boat racing game where the ships are slowed down by the tide? Anything seems possible after this effort. **Rob Burman**



How's an ice track going to affect a plane? That's stupid



Same cartoon face, different creature. Does Rare have just the one concept artist then?

## ESSENTIALS

DEVELOPER: RARE

FAMOUS FOR:

Making GOOD Banjo games like *Banjo-Tooie* and *Banjo-Kazooie*.

MULTIPLAYER: UP TO FOUR

PUBLISHER: THQ

RELEASE: FEBRUARY

REVIEW: NEXT ISSUE

THE PHIAL OF COMPLETION



## PREDICTED SCORE

*Banjo Pilot* doesn't work. Planes on karting courses equals a big mess of a game and unless Rare gets working on this we're not interested.

50% PLUS





□ Make chunky bacon of this one

□ That L-shape's no use here! No!

□ This one looks tough, but draw courage from the fluttering pant-flag

# It's Mr. Pants

Mr. Pants gets called in after rogue *Tetris* blocks go mental.

➔ It's 3am and the guys at Rare are sitting around deciding on an idea for a new puzzle game. They've been thinking about it for two days solid. Empty cups of coffee litter the floor and cigarette butts are piled up in the ashtrays. Suddenly, to break the tension, one of the guys grabs an old pair of pants, puts them on his head and starts dancing a jig... the rest is history.

Puzzle games are an essential staple of GBA gaming and *It's Mr. Pants* is shaping up to be a mighty fine puzzler. Yes, there's a lot of pant wearing frivolity and a weird half-naked guy in a bowler hat humming tunes. But underneath all that is a solid block-based puzzle game, with three different modes to choose from; Puzzle,

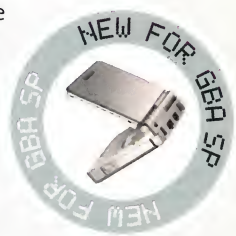
Marathon and Wipeout. Puzzle being the best and most addictive mode.

On each level you have to clear a blocky picture from the screen. Pictures range from simple square shapes, to lighthouses and even sticks of dynamite. The way to clear the shapes is by matching up same-coloured squares in blocks of 3x2 or bigger. In Puzzle you have a limited number of different blocks with which to clear the picture, while in Marathon you have to make as many blocks as possible while working against the clock. If you think this sounds brain scratchingly confusing, you should actually try playing it.

At first the puzzles pretty simple, it's quite clear where blocks should go to

clear the screen. But soon you'll be staring at the puzzle and just thinking there's absolutely no way you can work out what to do. You'll place blocks randomly and just hope they're in the right place. There are even times when you clear the puzzle without really knowing how you've done it. But the good thing is the more difficult it gets, the more you want to play it and prove to Mr. Pants that you're an awesome puzzle king.

*Mr. Pants* is shaping up to be an addictive puzzler that could eat up hours of your time. We hope the puzzles continue to become increasingly complicated and obscure. If they do, then this could easily rank alongside the likes of *Denki Blocks* for decent GBA puzzle game. In fact Dan's started wearing just a thong around the office in honour of *Mr. Pants* – we're all suitably terrified! **Rob Burman**



□ Blue block heading for trouser area! Possibility of amusing knob reference! Abort! Abort!

## ESSENTIALS

DEVELOPER: RARE

FAMOUS FOR:

Once upon a time, Rare was king of Nintendo-land, rolling out *GoldenEye 007*, *Jet Force Gemini* and *Perfect Dark* to name but a few.

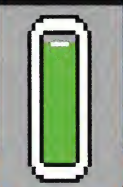
MULTIPLAYER: \_\_\_\_\_ NO

PUBLISHER: \_\_\_\_\_ THQ

RELEASE: \_\_\_\_\_ NEXT MONTH

REVIEW: \_\_\_\_\_ NEXT MONTH

THE PHIAL OF COMPLETION



## PREDICTED SCORE

Rare could go some way to restoring its once-proud status with this cranky puzzler 'cos *It's Mr. Pants* is shaping up as a quirky but fun challenge.

70%  
PLUS





□ Looks like *The Sims* from this view, but a million percent less boring



□ Mario hoped nobody would notice he was naked from the waist down

# Mario Party 6

Do we have to go? They never have any beer at those things.



How did we get to six *Mario Party* games. Good grief. In the same period of time, we've had all of ONE new 3D Mario platform game. C'mon Nintendo, it's been AGES since *Sunshine*. But anyway, *Mario Party 6* is the first title in the series to offer something completely new — Mario has become an MC!

In Mic mode, Super Mario and his chums take turns on the mic as they answer Nintendo-themed quiz questions and other puzzling posers. Nintendo's new Microphone Controller is included with the game, in fact, and it's a rather nifty piece of kit (see boxout). However, this vocal feature is just a small part of why fans are going to

go nuts for this.

Another new feature is the introduction of a day-to-night system. It's not exactly *Animal Crossing*, but *Mario Party 6* does make things interesting with its day/night cycle (which takes six turns to be completed) as, depending on the time of day, various mini-games appear/disappear and new features show up on the game board. Two new characters represent day and night and their rivalry forms



the thrust of the single-player Story mode.

As ever, with this series, the main attraction lies in multiplayer sessions. Up to four players can engage in *Monopoly*-beating board game action and this time you can team up with a friend to play two-versus-two. This is particularly engaging when Mario and Luigi combine forces to defeat Bowser's cronies — even if it is only a game of snap.

The mixture of cerebral challenges and real gameplay here seems perfectly balanced. On the one hand there are simple matching games and on the other there are wacky chases and passages of classic 3D platform design. One of our



□ 1080°. Snowboarding. That's a new one



## Testing. 1-2. 1-2-3. Testing...

The mic included with *Mario Party 6* is an unusual peripheral. It looks like a pop star's microphone from the 1970s or 80s, but it's made of plastic and plugs into one of the GameCube's memory card ports.

The software used in the game is called SpeechWorks and is provided by a company called ScanSoft. This special software is needed because the mic-based mini-games require answers for questions posed by characters and commands to other stars in special co-operative games.

In these co-op attractions, you have to do tasks like carrying a Star along a set course by requesting the help of the other characters. "Move to the left, Luigi, and grab this Star before I drop it!" How cool is that?

Start warming up those vocal chords.



favourite mini-games arises when a character is challenged by Bowser himself. A huge boulder is set loose down a mine shaft and you have to avoid being flattened by running towards the screen, avoiding obstacles and trip hazards.

Other mini-game moments have been truly memorable. We've raced across some of the works from *Super Mario 64*'s Tick Tock Clock, being careful not to fall into the nothingness below. We've swam to safety from the guzzling middle of a whirlpool, while watching Bowser go



□ Beware floating turds, giant squid things

down the plughole. We've even had the chance to take Mario iceskating with Princess Peach, a la Torville and Dean, while collecting coins. Classy duo.

We're happy to report that as these mini-games are played in *Mario Party 6*'s various parts, they appear in Select mode; here they can be enjoyed as and when and in any competitive configuration. There are more than 80 of them, though, so it will take quite some time before you have all your favourites readily selectable.

Another bonus for those of you who plan to make the leap from *Mario Party 5* to this new title, is that the tempo has been increased. There's now much less waiting around between mini-games. As a result, this feels much more action-oriented, which we like.

New characters here include Toadette and Baby Bowser. The rest of the line-up – Mario, Luigi, Peach, Yoshi, Wario, Waluigi, Daisy, and, um, Teresa (a Boo) should cater for all Nintendo fans.

As you can see, the game looks the part. The lush sheen of *Super Mario Sunshine* is here for all to see. Although



□ An ICE level? Oh my GOD! That really is TRULY original. We hope there's a Jungle one, too!

this game is developed by Hudson (the company behind *Bomberman*), it's as beautiful as anything on GameCube.

Fans of the series are going to have nothing to complain about. You'll get more characters, dozens of new mini-games, a free peripheral and endless hours of multiplayer fun. The younger Nintendo gamer probably won't take it out of the console all year and even the elitist *Super Mario 64* die-hard will find mini-games here that raise a smile. *Jonti Davies*



□ There are more primary colours on screen than you would ordinarily see in ten years

## ESSENTIALS

DEVELOPER: HUDSON

FAMOUS FOR:

Developing for Nintendo consoles since the NES days. Their most famous creation being a little man who lays bombs. A sort of bomber man. We forget what his games were called.

MULTIPLAYER: 1-4

PUBLISHER: NINTENDO

RELEASE: MARCH 18TH

REVIEW: APRIL ISSUE

THE PHIAL OF COMPLETION



## PREDICTED SCORE

We were starting to get bored of *Mario Party* by the fifth version, but turning it over to Hudson just might be the shot in the arm the series needs.

80% PLUS



# Touch!

**NOM** goes hands-on with the Japanese DS titles!



On November 13th, the Nintendo World Touch! DS game expo stormed into Tokyo's massive Big Sight convention center, bringing with it a horde of new, never-before-played games for GameCube, Game Boy Advance, and of course, Nintendo DS.

Our Japanese correspondent John Ricciardi braved the crowds and stood in line for hours to bring you hands-on impressions of each and every DS game on display that we haven't already played before, amidst the bright lights and blaring music of the single most exciting Nintendo event to take place in years.







## NINTENDOGS Break out the virtual pooper-scooper.

PUBLISHER: Nintendo OUT: Spring 2005

Completion meter: ■■■■■■■■■■



■ Watch them roll through fox crap

They're calling this a "Puppy Communication" game in Japan, but a more suitable description might have been "Chick Magnet", considering how many females stood in line for nearly an hour just to get a five-minute crack at it.

The basic gist is this: you recruit three adorable puppies from an assortment of different breeds (they only had five available choices in the demo version), and then raise them in your virtual home. You can issue commands to the pups using the DS's mic port

(you even give them a name which they'll recognise and respond to), and you can pet them or scold them using the touch screen. The demo we played had five items for use (a tennis ball, a Frisbee, a balloon, a towel and a jump rope) and a special Disc Dog Competition mode, where you toss a Frisbee out in a field and pray the little runt catches it for points.

We had more fun with this than we'd care to admit. The final game will support two-player wi-fi, though how that'll work is anyone's guess.

## CHOKKAN HITOFUDE Stroke it! Stroke it intuitively!

PUBLISHER: Nintendo OUT: Now in Japan

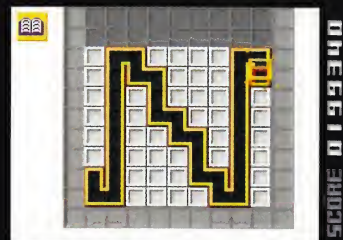
Completion meter: ■■■■■■■■■■

It wouldn't be a proper Nintendo launch without at least one quirky new puzzler and this time around, *Chokkan Hitofude* (roughly *Intuitive Stroke*) is it. Don't be put off by the simplistic visuals though, 'cos this one's a lot more addictive than it looks.

Basically, there are a bunch of tiles set up in patterns on the screen. One side of these tiles is white, while the other side is black. The point is to flip the tiles so that they're all the same colour by drawing lines through them with the stylus.

The rules are simple, but like any good puzzler, once you start playing it's really hard to stop. With three different modes to play, this should offer up more than enough stroking fun to keep you busy until Nintendo brings us a proper wireless four-player version of *Panel De Pon* (aka *Tetris Attack*). Maybe.

Priced about 20% cheaper than the rest of the Japan launch lineup, *Hitofude* should do well with the casual crowd. An English version seems likely, though still unconfirmed.



■ *Hitofude* – looks rubbish but ain't

## KENSHUUI TENDO DOKUTA Get it? Nintendo? Doctor?

PUBLISHER: Spike OUT: Now in Japan

Completion meter: ■■■■■■■■■■



■ "A sore throat you say? Right..."

This one is, without a doubt, the strangest of the 12 DS launch titles in Japan. *Kenshuui Tendo Dokuta* (literally *Medical Trainee Tendo Dokuta*), is a hospital adventure starring a surgeon-in-training looking to make a name for himself.

The demo we played was broken up into two parts: Adventure, which features conversations with others (staffers, patients, love interests) and Surgery, where you examine medical records to prep for surgery, choosing assistants, instruments and performing actual operations.

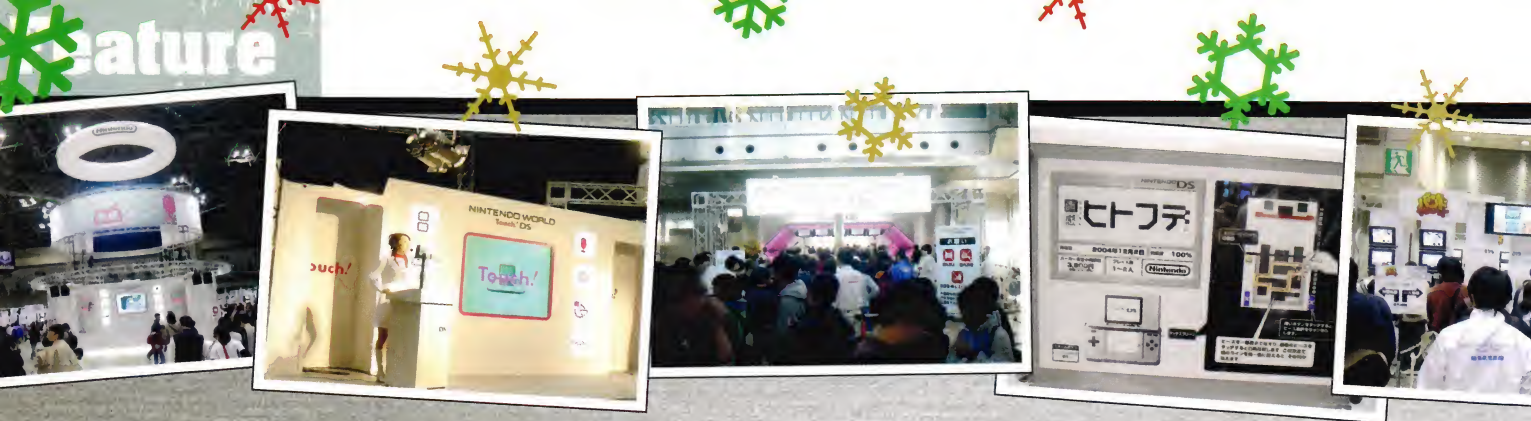
During check-ups and surgery, the patient's face is shown on the top screen and their body on the bottom, allowing you to pat around a patient's body and locate the source of their pain.

You take x-rays and circle the sick area with the stylus so the doctors can make a diagnosis. In another scene, you make an incision using the stylus; missing the target area resulted in the patient's health meter dropping. Uh-oh!

*Tendo Dokuta* looks like it'll be interesting, provided someone has the guts to localise it.







## HARVEST MOON FOR DS All the fun of fleecing a sheep.

**PUBLISHER:** Marvellous **OUT:** TBC

Completion meter: ■■■■■■■■■■



■ Get that milking action on...

❑ *Harvest Moon* games have a long-standing history of providing dozens of hours of addictive gameplay, making even the most mundane jobs somehow seem fun and rewarding. The upcoming DS version looks to expand upon this, allowing players to do the one thing they've always wanted to do: touch the animals.

Yes, the one new feature on display in the early demo version we played was that you could interact with the animals on the farm. Using the stylus you could pet them, wash them, milk them (well, the cows at least) – even fleece the sheep! If you've ever played a *Moon* game before, then you surely understand how exciting this is. (And if not, you probably just think we're freaks.)

The world view is based on last year's *Friends of Mineral Town* for GBA, and is displayed on the top screen. The bottom screen shows the

subscreen and various other bits, depending on the situation (the animals, real-time updates from other parts of the farm, etc.)



■ ... but the rest of it looks pretty much the same

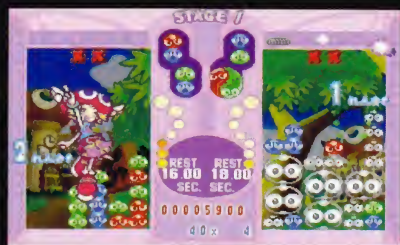
## PUYO PUYO FEVER

**PUBLISHER:** Sega **OUT:** Christmas Eve!

Completion meter: ■■■■■■■■■■

❑ *Puyo Puyo Fever* is already available on every other game system known to man in Japan (even Dreamcast), but that didn't stop Sega from making it again.

If you've ever played *Puyo Puyo* (known as *Puyo Pop* in these parts), you know what to expect – an addictive, combo-filled puzzler that's especially fun with friends. The DS version is worth noting: it supports eight-player wireless play!



## PAC-PIX

**PUBLISHER:** Namco **OUT:** TBC

Completion meter: ■■■■■■■■■■

❑ *Pac-Pix* hasn't come a long way since the E3 tech demo we played back in May.

Now there's a bit more structure – each level has a set number of ghosts you need to chomp before you can move on and you can nab items that randomly appear on the top screen. Overall there's still no way anyone could justify selling this as a full-price game. As a mini-game in part of a grander package, maybe...



## EGG MONSTER HERO

**PUBLISHER:** Square Enix **OUT:** TBC

Completion meter: ■■■■■■■■■■

❑ We have a confession to make: we didn't bother playing this.

After standing in line for nearly 30 minutes, watching kids stare at the screen in confusion and looking at the game's hideous, 8-bit graphics, we decided we could do something more productive with our time, like take pictures with Mr. Driller or punch each other in the teeth. With any luck this one'll stay in Japan.







## METEOS When stars collide...

PUBLISHER: Bandai OUT: TBC

Completion meter: ■■■■■■■■■■

What do you get when you pair up the guy who made *Sega Rally*, *Space Channel 5* and *Rez* with the guy who created *Kirby* and masterminded both *Super Smash Bros.* games?



■ If this is what NASA has been working on...

You get... a puzzle game. Yes, we were confused too, but then we played it. And it was good.

*Meteos* has a full back-story that we won't bore you with, but the main goal is to send falling meteors back into outer space by lining up three or more blocks of the same colour, turning them into rockets. You move blocks by tapping them and dragging with the stylus, but you can only drag them vertically, which adds a cool dynamic to the block puzzle formula.

The rockets won't take off if there's too much weight above them, forcing you to create bigger combos below or rearrange the blocks above to set off smaller chunks that can blast off independently. You can even flick blocks upward to set off combos from below!

It sounds confusing, but trust us, it's fun. And if it sells well they can afford to make *Ulala's Mud Wrestling*, which is what you really wanted.



■ ... we're all in really big trouble

## KIRBY: THE MAGIC PAINTBRUSH Touch Kirby (to death)!

PUBLISHER: Nintendo OUT: TBC

Completion meter: ■■■■■■■■■■

Of all the games on display at the Touch! DS event, Kirby drew the largest crowds by far, with a wait time of nearly two hours to play. As gruelling as it sounds, we had the perfect medicine for standing in line: the third dungeon in *Minish Cap*. 120 minutes and a pair of Mole Mitts later, we were ready to touch the Kirby.

The controls are simple. You tap Kirby with the stylus to make him dash forward and draw rainbow-coloured paths with the magic paintbrush to move him through stages.

As in previous games, you can copy enemies' abilities by defeating them (have Kirby dash through them to attack them, or poke them yourself with the stylus), and you can clear away blocks and other obstacles with the stylus so Kirby can proceed. Sadly, the top screen only shows a map and your paintbrush meter (boo), but you can't touch that screen anyway, so we'll let it slide.

Granted, it was a bit tough to make Kirby go exactly where we wanted him to at times, but that's just because we suck. If the demo was anything to go by, surely the final game will be a blast.



■ Ride the rainbow of destruction



■ A moment later, he was history







## MAHJONG TOUR.

**PUBLISHER:** Koei **OUT:** Now in Japan  
Completion meter: ■■■■■■■■■■

❑ We'll be honest. We're not the world's biggest *Mahjong Tournament* fans.

We know it's got something to do with choosing those tiles with the squiggly characters written on them, but that's about it. One thing that's obvious is that if you DO like Mahjong, playing with a stylus makes sense. And with four-player wi-fi play, you'll have no problem organising raging Mahjong all-nighters!



## COOL 104 JOKER

**PUBLISHER:** Aruze **OUT:** Now in Japan  
Completion meter: ■■■■■■■■■■

❑ *Cool 104 Joker* and *Set Line* are a pair of arcade "medal games" – essentially gambling games that involve purchasing medals and using them to place bets.

It's a two-deck poker game, while *Set Line* is some kind of board game, though we honestly had no clue how to play. Still, this should clean up with all the Japanese salary men planning to buy DS systems in December...



## PRINCE OF TENNIS '05

**PUBLISHER:** Konami **OUT:** Dec 30th  
Completion meter: ■■■■■■■■■■

❑ The DS' first tennis game is based on Japan's ultra-popular *Shonen Jump* manga, *The Prince of Tennis*.

It's pretty standard fare, with singles and doubles play for up to four players, but this time, you can recruit other players and a coach to fill your bench on the bottom screen. Interact with them using the stylus to get special advice during play. But that's about it.



## ANOTHER Another what?! Tell us!

**PUBLISHER:** Nintendo **OUT:** Winter 2005

Completion meter: ■■■■■■■■■■

❑ It's kind of hard to play a text-heavy adventure game in another language with a five-minute play limit, but seeing as how



■ Kingsley's *Animal Crossing* house. Kind of bleak

Nintendo hasn't released anything like this in years we had to at least give it a try.

*Another* stars a 13-year-old girl named Ashley who heads to a strange island to solve the mystery of her mother's death and her father's sudden disappearance. You control Ashley on the bottom screen using either the D-pad or the stylus, while the top screen usually shows conversations or close-ups of important areas. If you press the stylus in any one direction and hold it there, Ashley will continue to walk in that direction. Tapping on objects brings up a menu allowing you to interact with them, sometimes leading to new areas or mini-games.

It's kind of hard to give a fair impression of a game like this when the main emphasis is on the story, but look at the bright side: it can't possibly be any worse than *Sprung*.



■ Link slices up another sign







## ZOO KEEPER Save the animals! Make Tom Nook proud.

**PUBLISHER:** Success **OUT:** Now in Japan

Completion meter: ■■■■■■■■■■

❑ Handheld block puzzlers are a dime a dozen these days, but only one of them stars multi-coloured, square-shaped zoo animals that look like they're on crack. That one, is *Zoo Keeper*.

Believe it or not, *Zoo Keeper* is actually a sequel of sorts. The original version, *Zooo*, was released for the GBA in Japan in 2003. *Zoo Keeper* offers pretty much the exact same gameplay: your goal is to line up three or more animal faces of the same colour by swapping adjacent blocks to form a full animal. To swap two blocks, you simply tap them in succession with the stylus. The catch is, you have to complete at least a trio to move a block otherwise the block reverts to its original position. In other words, the number of moves you can do at any one time is finite, and since you're playing against the clock, this makes things more intense than you'd expect.

Let's be honest. If this weren't a launch game, we'd probably have completely ignored it. But since we did try it, we can't stop playing. Try the free flash demo online at: <http://jp.shockwave.com/games/puzzles/zookeeper/>.



■ That's a big square giraffe, that is



■ All these animals are weird, mum!

## GANBARE GOEMON

**PUBLISHER:** Konami **OUT:** April 2005

Completion meter: ■■■■■■■■■■

❑ Goemon's been the star of countless platformers and RPGs in Japan, but sadly, only a handful of his legendary journeys have made it overseas. His latest, *Ganbare Goemon*, sports a beautiful hand-drawn style and classic action sequences, incorporating the stylus in



new ways, like pulling down on a tightrope and then letting go of it to propel the Mystical Ninja up to a higher platform.

The second screen is usually a map, but in *Goemon Impact* (giant robot) battles, it's used as a command interface to tell the robot what to do. Sweet.



## BOMBERMAN

**PUBLISHER:** Hudson **OUT:** TBC

Completion meter: ■■■■■■■■■■

❑ Bomberman. He's been around longer than many of you have, and honestly he hasn't changed all that much over the years. This time around is no different.

You've got your classic multiplayer setup (up to eight players can engage in wireless battles this time),



with the only noticeable difference in this demo being that you set off remote control bombs by yelling into the mic port, rather than pressing a button. Still, if done properly (big if), this could make for a defining multiplayer experience on the DS.





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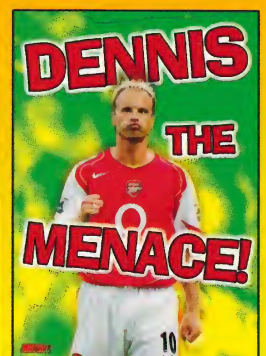
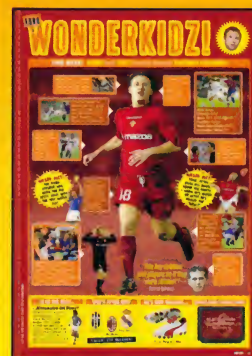
SHUT IT, BOYS! SUPER SHEVA IS GONNA WIN IT!

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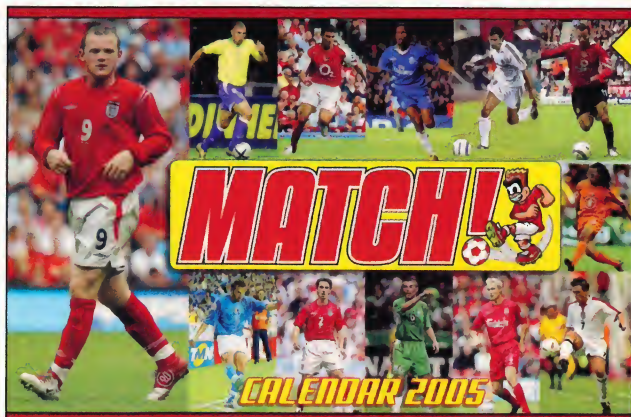


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# Nintendo

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# Reviews



>> *Prince of Persia: Warrior Within* >> P.76



>> *King Arthur* >> P.84



>> *NBA LIVE 2005* >> P.86



>> *Call of Duty: Finest Hour* >> P.80



>> *GoldenEye: Rogue Agent* >> P.88



>> *Metal Slug Advance* >> P.90

## MEET THE TEAM

We say Merry Xmas! Now send us stuff.



### TIM STREET

Panicked when a kid asked if he was Santa. Said yes. Now has to buy loads of toys and take them round on the 24th.



### DEAN SCOTT

Refused Tim's offer of being his 'helper' for the above mission, as it involved forking out £200 of his own money.



### KINGSLEY SINGLETON

Grumpy Kingsley's Xmas list reads: anti-personnel mines and an ED-209 from *Robocop* to guard the chimney.



### MIKE JACKSON

Chief suspect in the Sharon Osbourne robbery. His alibi, "I was fighting in World War II", looks a little shaky.



### ROB BURMAN

Thought gluing antlers on his dog would make it look like a reindeer, but he got some in its eye and it went blind.

## SPECIAL THANKS TO...

### MR. T

We sent him the cart on a damn plane, fool.

### K.I.T.T.

Now can afford to pay for his own MOT.

### HE-MAN

Has his own special GBA made out of bone.

### MICHAEL JACKSON

Likes the idea of touching. A DS, of course.

## SCORES AND AWARDS

90+

85-89

80-84

70-79

60-69

50-59

40-49

30-39

0-29

A Nintendo classic

Exceptional in its class

Great fun, but not ground-breaking

Some nice ideas, but lacks Nintendo magic

Few classic moments, for die-hards only

Been there, seen it, played it. Yawn!

No ideas, no gameplay, no way

Not worth buying

Not worth stealing



**POISON**  
A real minger that might give you a bad disease just by touching it. Like Universal Studios.



**SUPERSTAR**  
We'll dish these out each issue to the best games, regardless of whether they're on GameCube or GBA.





## Game info

Price: £39.99  
 Publisher: Ubisoft  
 Web: [www.princeofpersiagame.com](http://www.princeofpersiagame.com)  
 Players: 1  
 Memory: 21 blocks

OUT NOW

# Prince of Persia: Warrior Within

**Nine short months have passed, and here's a sequel. But is that long enough to turn a flawed gem into a perfect diamond?**

What game doesn't this sound like: you walk into a room and eight lady ninjas drop down from the ceiling along with a pair of exploding dog things. Heavy metal riffs suddenly kick in bent on giving you a brain haemorrhage and you're tapping out six-button attack combos. Dugga-dugga-dugga – a pair of severed heads fly through the air. Dugga-dugga-dugga – the dogs explode like volcanoes.

Remember *Prince of Persia: The Sands of Time*? Carefully creeping along crumbling ledges in vast Persian interiors. So high up you're getting vertigo, but with so much control you've got the confidence of a monkey with a safety net? Well, this is the sequel to that.

It doesn't start well. Heavy metal for Christ's sake? Whose stupid idea was that? And nearly the entire opening shot is this

almost-bare lady ass. It fills the entire screen. Wiggle wiggle. Wiggle wiggleston. Wiggle McWiggleworth. It goes on so long it's ridiculous and is certainly the closest thing to pornography on a GC disc.

Also, explain to us why a powerful female warrior would choose to dress like a whore? Unless leather bondage gear has an ability to deflect razor-sharp rapier blows that we don't know about, this is just some ridiculous male

fantasy. So... metal, tits and ass, fighting game attack combos...

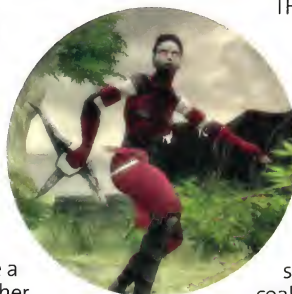
WHAT THE HELL HAVE THEY DONE?!

That was us for a good few hours with *Warrior Within*. Really not enjoying it much at all.

Getting to grips with the new fighting system is harder than sucking a piece of coal and making it turn into a diamond. And the reason they've done this is YOU. Because YOU complained that, while the core game was great,

the fighting was boring. They could have just binned the fighting altogether. Or at least made it like *Zelda* where only bosses require any tactical thought. But no, they're forcing this bitter pill down your throat like a nurse in a mental home. It's for your own good. Honest.

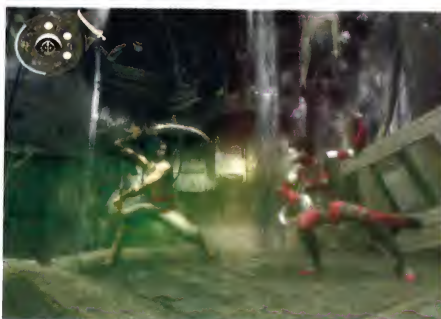
In the long term, they're right. Because the whole combat thing is used the same way it was in the last game: to slow you up as you make your way along the line that is the game. A line that feels incredible as it zig-zags around up by the ceiling. A line you follow by swinging off flagpoles and running along walls. The possibilities afforded



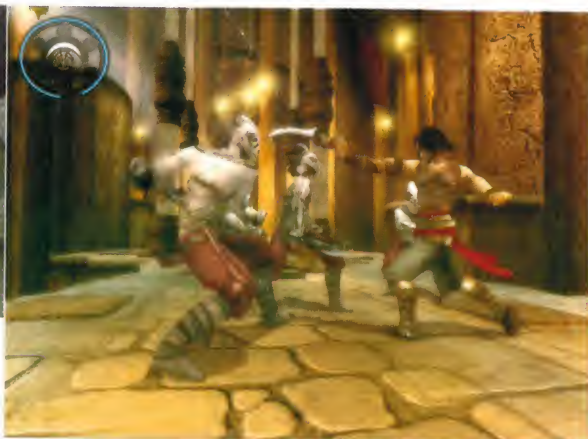




■ There's no funeral to arrange, the enemies just die and combust



■ The Prince always got violent whenever someone suggested a game of frisbee



■ The strawberry protection cops come down hard on poachers



■ That's great, love. You do know spikes come up from those holes, don't you?



■ The first step with any new pet is training it not to crap in the house



■ It's like dancing around the maypole, only with fewer casualties

by attacking with TWO swords this time with combos that would make *Soul Calibur 2* jealous mean you won't get bored as quickly. Which leaves you to enjoy the magnificent aerial gymnastics that are POP's trademark.

It's still brilliant. Running along walls above a lethal spike pit, before leaping off backwards to grip onto a pillar is one of the great feelings in video games. It's like Sonic going full tilt around a loop, Ryu doing a dragon punch

finish or Link busting open a chest. They've thrown a few new elements into the mix this time around, like the ability to slide down long curtains using your blade as a brake.

The Sands of Time still play a crucial role. Your tampering with those in the first game has landed you in the smelly stuff with a being called Dahaka. Dahaka does not mess about. You played about with the sand. Now you must die. Don't just

think you're going to peel off your shirt and wrestle him, because you'll have about as much chance as an ant against a tank. You basically have to run like the wind as you test your theory on a time travel paradox that makes *Back To The Future* seem like a Mr Men book. That doesn't stop you using the Sands in the meantime, of course.

Misjudge a leap over a chasm and plummet to death? Hold **L** before you hit the bottom. Time goes backwards, you're back on the ledge, and one Sand container is emptied. There are new sand effects too, including one that slows down time but allows you to move at close to

normal speed (thanks, *Viewtiful Joe!*). Handy when you need to jump between the spokes of a giant cog that's spinning so quickly a direct hit would atomise you.

The Sands also help with some serious time travel action. In a new play dynamic, the Prince alternates between the past and present in the same locations. In the past, it's exactly as those demented Persians imagined it. There's barely an inch of floor without a giant blade spinning round, desperate to split you down the middle. Hardly a wall without circular saws whirring along it. And all this stuff works by clockwork. >>>





>>> Jump forward in time and the lush chambers are falling to bits. The traps are knackered and walls and ceilings have fallen in meaning some serious rethinks about getting around. You can tell which period you need to be in by checking the map screen, but that's basically its only function as it's definitely one of the worst maps in game history. It's like being lost on some B-road in Wiltshire and only having a top down view of the entire British Isles for reference.

No matter what time frame you're in, there's a ton of ass to kick. You're going to be kicking this ass in very stylish ways indeed. Tapping out combos on **B** and **Y** busts out dual-weapon attacks that spin you around, lop off heads and carve bodies into two bloody halves. Before they evaporate into yellow dust, of course. You don't have to 'finish' enemies with a stab this time, it goes in automatically. That lets the game go even more Hollywood, throwing in *Matrix* effects as a sliced head goes tumbling through the air with the jugular vein pumping out claret. Each improved sword you're given makes the humble foot soldiers quicker to dispatch, especially with a list of combos burnt into your brain.

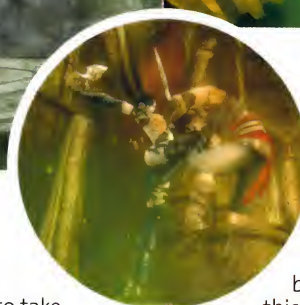
But are those 'combo' people the same as the 'love methodically edging around a ledge' people? It seems that two wildly different gameplay styles are being meshed here and it's going to give a few players a headache. Tranquillity and logic segue into noise and violence, and often without warning. If a few of these battles had been replaced by, say, a puzzle, this would have been a better game.



■ "Can't we fight, like, over there? My insurance doesn't cover stuff like this"



■ The cog makers of Persia wished someone would hurry up and invent electricity



That's the trick, you see.

These games are supposed to be elaborate puzzle games and *Warrior Within* is actually pretty low on puzzles. Contrast that with a *Zelda* game. Do people really want that? Well, *Ocarina's* early dominance in our 'Best Game Ever' poll suggests they do.

Frustration also descends on a regular basis. You pass an invisible checkpoint with a tiny squirt of energy left and get hammered in the next battle.

You restart a mostly-dead man and have to take down a room of hostiles without taking a scratch. There are also jumps that are tricky to line up and without some Sands to call on the game will insist on throwing up its flashy Game Over sequence. Again and again. To the point where I actually broke

a controller for the first time in my life. A Wavebird, too. Those bad boys fly far too nicely to play this game with.

The camera too is a little heavy handed at times in trying to show you the way forward. At the expense of you not being able to look around, or indeed see anything if you're not facing the correct way. The reward in this game comes from spotting where to go. You don't need the

## We need more breasts

When marketing people in suits interfere in games they shouldn't...

■ Man in suit: "What do kids like? Boobs, heavy metal and guts! How can we get those into your beautiful adventure game, guys?"

You can't think of a way? It's okay, leave it to us. Don't worry yourselves, it'll be just like MTV!"



**GAME DESIGNER:** "Look what she's wearing! It's lashing down with rain. This makes absolutely no sense!" **SUIT:** "It will, trust me."



**SUIT:** "SEE! Now the camera lingers on her bare ass as it wiggles up the stairs! See what we did! We RULE!" **GD:** "Oh dear."



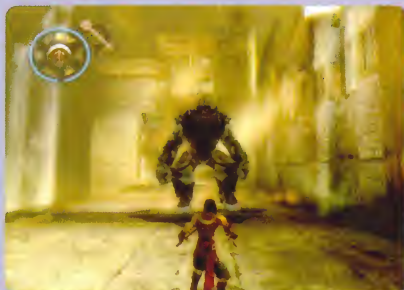
**SUIT:** "Check it! She's nearly in the buff, 'cos, err, it's LESBIAN ISLAND or something. Plus, Monica Bellucci is doing the voice!"



# Heading for a Thrall

He's not even a boss. Permission to mess yourself.

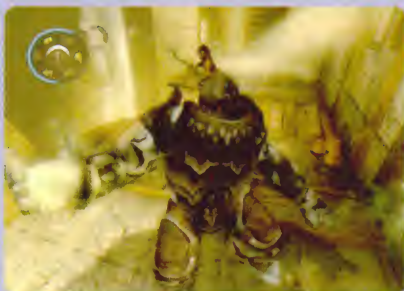
■ First time we saw this beast, we figured *Warrior Within* was a very short game and this was the end of it. He smacked us around a whole lot, jumped on our bones and chucked us off a precipice. Thanks, mate! But soon the worm turned...



There he is. He's officially A Big Bugger. Like Achilles, he's almost invincible, too



ALMOST. Roll through his legs (nuts!) and start chopping at his Achilles tendons



As he crouches in pain, get on his back. Ride him and clonk him around the head



Dodge when he grabs for you or you'll get chucked off to your death. Then end him

**"Warrior Within is as thrilling as the first POP, but it's just not fresh this time."**



■ Trade secrets: how tomato sauce is made



■ The doormen at the palace were moody

camera constantly forcing your hand.

While we're whining, why is the Prince suddenly American now? And why when we throw attacks near walls do we sometimes find ourselves trapped behind scenery? We crashed the game outright on a few occasions. A game with as much freedom as this must be a nightmare to test, so keep telling yourself that as you have to reboot and load in a saved game again. Credit to Ubisoft for not making us wait three months for a 'Cube version like last time, but is this the cost?

We welcome the inclusion of more frequent boss battles this time. Heck, there's a monster called Thrall in this game that would be an end-of-game demon in most other games and they're just

casually wandering around here. There's also a load of secret sword upgrades to trigger a new ending and silly weapons like a Rayman glove. With the game length stretched too, this all adds up to the sequel disc spinning in your Cube a lot longer than the original did.

We don't hate *Warrior Within*, we just enjoyed its predecessor much more. That was frustrating and flawed too, but it bought this whole new gameplay experience to the table – the monkey gymnastics at high altitude that thrilled the hell out of us. *Warrior Within* does that well too, but it's not fresh anymore. First-time players prepare to be dazzled, but this isn't the 95% game we envisaged building on the brilliant *Sands of Time* framework.

## So, should you buy it?



### Yes if...

You left the *Soul Calibur 2* and *Prince of Persia* discs alone together to procreate.

### No if...

You're a lover not a fighter. There are fewer puzzles and lots of combo-heavy violence.

### You'll love it if you like...

Shinning up a lamp post and slapping people on the top of the head as they walk past.

## GRAPHICS

9

Sumptuous architecture and beast design, shame it's all in soft focus.

## SOUND

7

If we wanted to listen to Godsmack, we'd buy the album. But they suck.

## GAMEPLAY

8

The same glorious swinging plus a tight fighting system. But it's glitchy, too.

## LIFE SPAN

8

A bigger game than previously, and a host of secrets to uncover. It's harder, too.

## VERDICT

► The dark horse for Game of the Year stumbles. It's still a good game, but it should have been loads better. We're taking the baggy pantaloons we bought back to the shop. *Dean Scott*



**BEST BIT:** Still the joy of going places other games can't take you. High places.

**WORST BIT:** The cynical attempts to make it hip for the GTA generation.

## SECOND OPINION

► This game just frustrates me. Fall off the same obstacle 12 times, then finally make it and get patted by some exploding dogs. No, I'm not crap at games. *Mike Jackson*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"UNDERACHIEVER"

85%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK





# Call of Duty: Finest Hour

Finally, a war game that's good even after level one. It's the best GC war game yet.

## Game info

Price: £39.99  
Publisher: Activision  
Web: [www.activision.co.uk](http://www.activision.co.uk)  
Players: 1-2  
Memory: 5 blocks

OUT  
NOW

> We've never been in a war but we imagine it's well nasty. Dozens of guns are aimed at your head, small bits of metal whiz past your face and planes drop bombs that explode (hopefully) a few feet away from you. People are being shot down or blown to pieces everywhere you look. You're likely to die. It's basically hell on Earth. You wouldn't like it.

But we play games based on war for fun. The more they are like real life the better because we know we won't die and we don't have to kill anyone. But most war games are crap because they don't carry that illusion of hell on Earth. They feel about as lethal than a round of Laser Quest at

the local leisure park.

Activision clearly want to change that. *Call of Duty: Finest Hour* kicks off so spectacularly it seems console war games are finally getting the whole war business. It's so intense you won't know where to look. As a Russian soldier, you start off in a small rowing boat full of soldiers coming into land at Stalingrad. The sergeant stands at the front of the boat screaming "KILL ZA GERMANS". You can't move; you can only look around, but already there are planes swooping past popping crazy shots and dropping bombs that rock your tiny craft.

The other soldiers actually look like they're cacking their pants. A couple of soldiers bottle it and bail out. They die.

Then you reach land, everyone piles off the boat and the battle kicks off. German gunners in the buildings of the city perimeter open fire. You and literally DOZENS of other soldier advance towards the city. You've

not got a gun at first so all you can do is run. Bullets are blazing everywhere. The sound is just as intense, and the orchestral track sets the mood perfectly.

For these moments, you're in the zone. There's no TV or GameCube. You're in a sinister battle, trying so hard not to get your head blown off you'll actually be ducking in real life. This is what war games should be like, all the way through. They should take you there.

*Medal of Honor: Rising Sun* starts off all guns blazing too, but fizzles out after about 10 minutes. Even half an hour in to *Finest Hour* the insane pace is kept. We were gunning our way through Nazi-packed bunkers as we advanced on enemy gun outposts. Bombs were still dropping, guns still blazing constantly and our TV speakers were still roaring to near blowing point. We're well into all that.

The action is enhanced by the

fact that you're always part of a squad. World wars aren't one-man missions, yet so many WW FPS games have you blasting your way through the German army alone.

Where's the realism in that?

*Finest Hour* resolves this issue. Whether you're in a tank or on foot with a gun in hand, you're hardly ever alone. You will

travel with a convoy of tanks that blast away anything that comes at you and the others will even take different routes to the destination to come out behind the enemy.

On foot you're always accompanied by a group of soldiers who support you when the going gets tough. They're rubbish at killing enemies - they aim like they're blind, but when they do let rip it serves as a much needed warning of some sneaky Nazis you don't spot. We're not complaining - if they were super-ninjas you wouldn't have to shoot anything and that would be crap. But they are a big







Names above the heads? You'd never guess this was a PC game...



There's no way he's letting you twist his nipple again



Pick up the nitros and learn to powerslide and the tanks are great

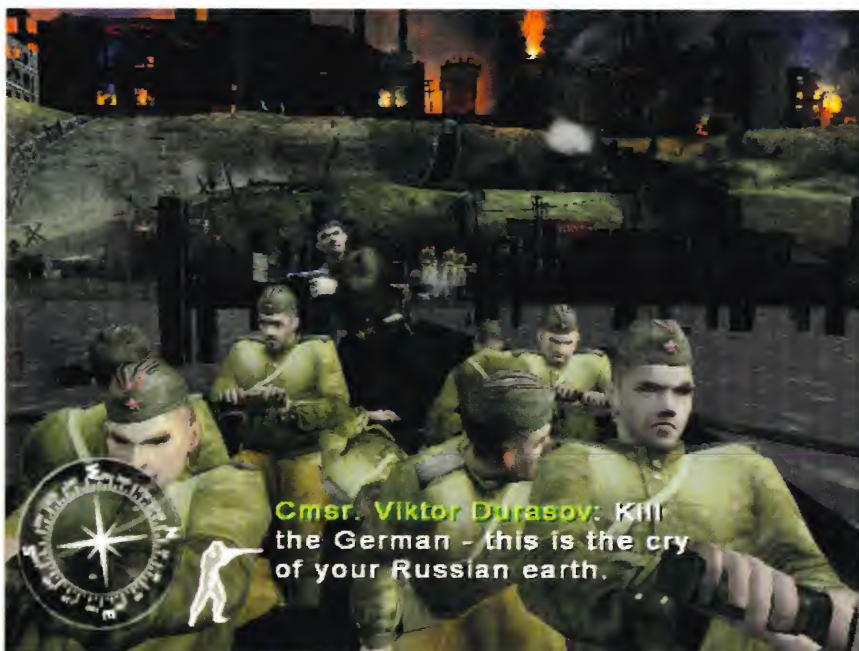
part of what makes *Finest Hour* feel like true war.

But even with junior shooting skills, the AI-controlled soldiers are very useful when infiltrating enemy buildings. It's impressive to see them get into tactical positions to enter each room and cover all the danger spots. They may not be the most lethal killers but they're essential in these closed-in situations. This means you've got to keep an eye out for them. You are their protector. Look after them

and they'll look after you.

Unfortunately, *Finest Hour* isn't entirely victorious. It shows its first weakness a couple of levels into the initial campaign, when you go down into the sewers. This is the first of the game's not-so-fine hours. You go from vigorous gun battles in war-torn city streets and open fields, into a dull underground tunnel where not much is happening at all. We appreciate having some less hectic, sneaking levels is good but this is so dull a skip-the-crud-

**"Call of Duty: Finest Hour features some of the best battles in any war game."**



Comr. Viktor Durasov: Kill the German - this is the cry of your Russian earth.

The cox in the Oxford boat got a bit carried away when Cambridge picked a German

## A team effort

After this is over, we'll get lashed on Vodka and eat chips

There are half a dozen Nazis in a room with machine guns. Getting in there without having them blast new holes in your face is an art form. But your AI-controlled helpers are well trained, and seeing them working tactically as a team is cool.



Your men get into position and wait for you to join them. They won't bust in until you say so.



Give them the signal and they boot the door in and start blasting. HAVE IT! Job's a good 'un.



## Crappest guns ever

You won't see Arnie messing around with this rubbish...

■ All realistic World War II games have one inherent problem - ancient guns. They're big and clunky, take ages to reload, have awful recoil, low accuracy and they don't fire rapidly enough. How did anyone put up with this rubbish hardware?

The grenades aren't bad, but it's hard to get those wrong. Give us a pair of Uzi 9mm's any day. Or a Lightsaber. We'd probably have won the war in half the time if we'd sent the troops out with a pocket full of elastic bands to flick, even. War: it's hell.



See that fat handle on this gun. You have to yank that after EVERY SHOT. Rubbish



What the hell is this? Oh, we see - you can rest your pizza on it if you get hungry



The rate of fire on this is SO S-L-O-W you could probably dodge the bullets

level cheat wouldn't go a miss.

The good news is the action doesn't die a *Medal of Honor*-style death. The brain-melting battles do come back but you've got to trudge through the mundane parts to get to them. In one mission you get trapped in a warehouse. Your sergeant says you must defend the place for ten minutes, awaiting the arrival of some tank drivers. We thought it'd be ten rapid-style game-minutes. But NO, it's ten ACTUAL minutes. Ten WHOLE minutes spent at a window shooting stupid, suicidal Nazis with a sniper rifle. Zzz...

Sniper sections are alright for about three minutes; four at the most. Not ten. We hated that level. Fortunately, there aren't many more missions like that, as the gameplay manages to stay varied throughout the game. You can man gun turrets, shoot planes out of the sky, be a passenger in jeep doing drive-bys on enemies and even drive a tank. Yeah! Who's the "vater" now, Jerry? Oh, stay away from our chip shops.

Actually the tank bits are great at first but can get a bit tedious. You'll be content with the random blasting mayhem but the problem is it drags on too long.

Real life tanks are rubbish, if you think about it. They're STUPIDLY slow, they take ages to reload each shell, and they can't shoot lasers or fly. But you'd put up with that in real life 'cos having a tank makes you powerful. You can crash through everything, flatten whole buildings and blow stuff up with the main cannon.



You can't do any of that in *Finest Hour*. You can't wreck buildings and roll over the rubble. That's sort of acceptable. But then we tried blasting through a barbed-wire fence and our tank stopped dead like it hit a solid iron wall.

So, this MULTI-TON vehicle can't break through some thin wire and wooden posts?

There are loads of soldiers shooting at you too, some with tank-wrecking rocket launchers and it's near impossible to spot them before they pop a shot at you. It's clumsy gaming - roll the tank's heavy ass along letting people blast you, and blast back hoping they die before you do. Still, your tank holds together for ages so you can just have yourself a rampage of Nazi-ruining.

*Finest Hour* might not be all rosy but if you can power through the slower missions, the better ones will reward you with some of the best battles in any war game.



■ The compass guides you to the cakes

## So, should you buy it?



### Yes if...

You've a taste for war games or stupidly thought *Rising Sun* was actually good.

### No if...

You need Varia Suits, aliens, airships, lasers or decent guns in your FPS. This is set in the '40s.

### You'll love it if you like...

*Medal of Honor*, *Freedom Fighters* or any war-themed games in general.

## GRAPHICS

8

Often grey, but pin sharp and smooth even with whole armies on screen.

## SOUND

9

Turn this up real loud and it'll have people outside ducking for cover.

## GAMEPLAY

8

Most of the levels are great. Good AI, too. The tank section is poo though.

## LIFE SPAN

7

It's short - around ten hours to finish. But you will play the awesome bits again.

## VERDICT

> *Finest Hour*'s high points far outweigh the lows. We wish the tank parts were better but overall, this is a solid shooter, and by far the best WWII game on GameCube. Mike Jackson



**BEST BIT:** When it all kicks off. *CoD* has some of the best war scenes ever. **WORST BIT:** Infrequent checkpoints throw you back miles when you die.

## SECOND OPINION

> Stop dissing the tanks, Mike! They're wicked! Give me several tons of pure power instead of a poxy, slow-loading rifle any day of the week! Rob Burman

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"MEDAL OF HONOUR"

82%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK







# King Arthur

The famous round table, now on a small round disc.

## Game info

Price: £39.99  
Publisher: Konami  
Web: [www.konami.com](http://www.konami.com)  
Players: 1-2 (co-op)  
Memory: 1 block

**OUT  
NOW**

couldn't give a third of a toss about called *King Arthur*. Now try and kid yourself it's good. Trust us, you can't.

Remember how the *Lord of the Rings* games did that classy little segue between actual movie action and the gameplay? It was a wicked little trick and worked because although the gameplay was as shallow as a puddle of ant piss the game at least looked incredible. Compare that with *King Arthur*. Film footage, film footage, film footage, OH MY GOD! MY EYES! I'M GOING BLIND! You're not,

it's just that this game engine is damn rough.

On level one, we slaughtered 120 people. They kept jumping over the river bank and we kept hacking them to death. It wasn't all that

entertaining. The idea was to stop them storming a slow moving carriage and getting to what looks like Mr C from *Hollyoaks*. But it couldn't have been him, because he's dead. He's only in

it now when the freaky kid with the dead mum is having a mental brain episode.

By level two, the game had earned an automatic 5% score

hike. Not only do you get to ride a horse, you can press buttons to make it boot people. We don't know how you stand on horse-based violence, but we can't get enough of it. Man creeps up, horse boots him in the face, man dies. Repeat. Now we're having fun.

In between stages you get to level up and if you ramble off the beaten track you can earn little bonuses. You can't touch the game camera, so get ready to run into the screen and get murdered by people you can't see. It's cool that you get to ping people with arrows, but it's all very repetitive. And it doesn't have the right kind of wizards in it for you to overlook all that.



Remember those *Lord of the Rings* games? The ones that required as much intelligence as an E in GCSE needlework? The ones that you kidded yourself for a few days were the Greatest Games Ever just because you'd just been to see the film and they were just like the film, and you could be Gandalf and everything? Well, do you?

Good. Well imagine that same game based on a film you



This rare glimpse of an early car-jacking proves *GTA* really is nothing new



That's not Shadowfax, we checked



Arthur's sword not only glows when danger is near, but also makes a little farting noise

## So, should you buy it?



### GRAPHICS

6

As exciting as The International Lawn, Garden & Power Equipment Expo.

### SOUND

6

IS THERE A HORSE IN MY HOUSE? No, it was just a loud sound effect.

### GAMEPLAY

5

Boring in one player, redeemed somewhat in two-player co-op mode.

### LIFE SPAN

5

Longer than the film it's based on, but still a mere day's work if you're tasty.

### VERDICT

> We haven't seen the film and had absolutely no plans to do so. After a few dreary hours with the game, we stand by that decision. It's like those *Lord of the Rings* games without Gandalf and all those other dwarf things. And really, you need those to make it work. *Dean Scott*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"MING ARTHUR"

**54%**

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# NBA Live 2005

The title rhymes, but that's about the only thing we liked about this.

### Game info

Price: £39.99  
Publisher: Electronic Arts  
Web: [www.eagames.com](http://www.eagames.com)  
Players: 1-8  
Memory: 21 blocks

OUT  
NOW

➤ We don't understand why this is supposed to be good. American magazines are falling over themselves to give it the Golden Hotdog Award or whatever, but to us it's about as much fun as being burgled. From the very first tip-off, the players all move like someone's filled the arena with invisible jelly. It's slow and alien.

Get near the basket and the game camera stops tracking you. We've probably given ourselves brain cancer sitting two feet away from a 28" widescreen, but we still couldn't make out what was going on under the hoop. You lose the ball, the camera jerks through 180° and suddenly you're on dee-fense.

How can a company with all of EA's resources put out such a minging game. It's uglier than a giant spider with Tracey Emin's face. The frame-rate struggles even when you're playing a one-on-one game in the street.

Presumably that's okay though, because this year they've

included All-Star Weekend. As well as the All-Star game, they've included the three-point shootout and a slamdunk competition. But don't get your hopes up, that last one is about as intuitive as tying your shoelaces with a knife and fork. C-stick to toss the ball, **A** and **B** to spin around, **Y** to wonder why it isn't actually any fun.

The freestyle moves have been overhauled. That means even more jerky animations to choose from as you run past someone to slamdunk. We're certain b-ball fans will get excited, but as people who are just video game fans we prefer *NBA Street Vol. 2* –

that it's more fun. *NBA Live 2005* has no personality. It seems to get more and more 'simulationy' every year and right now we're just bored to tears with it.

Is having a shoe shop in your game supposed to count as personality? Just when you thought EA had reached the peak of Mt. Sell-Out, they put a shop in their game that lets you buy Nikes. Rows and rows of Nikes. Here's a deal: you can fill my games with advertising when you're giving them away for free. How does that sound? And take out all the lame hip-hop: we've had RADIOS for nearly a hundred years.



■ You've misspelt 'Goron' there. Soz

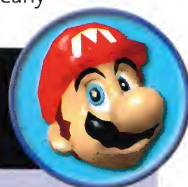


■ In a shock result, this game actually ended 4-6. Later both teams were killed by a huge Air Jordan



■ No matter how many stars the yanks hang on the ceiling, it's still basically netball

## So, should you buy it?



### GRAPHICS

5

As bland as a dry piece of toast, but clearly less edible.

### SOUND

6

Crappy as the 'EA Trax' are, they're still better than the new Eminem album.

### GAMEPLAY

6

A complex skill move system, but it lacks that *NBA Street* fun factor.

### LIFE SPAN

6

We've already decided never to load it again, but *Dynasty* mode has legs.

### VERDICT

➤ We'd rather munch our way through a large sack full of sweaty back hair than play *NBA Live 2005* again. We just want a basketball game that's a bit of fun to dip into now and again, but this is a total sense of humour failure. Unless buying Nikes makes you laugh. *Dean Scott*

Nintendo

OFFICIAL MAGAZINE UK SAYS...

"B-BALLS!"

60%

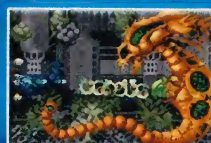
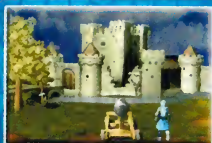
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# Old Skool



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GAME BOY ADVANCE



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■ The guy in the ski mask was last in line when they handed out the hench-costumes



■ Help this man cling on by passing him bullets really fast



■ Is it a motorbike? Is it a gun? Maybe it's both! (It isn't both)

# GoldenEye: Rogue Agent

## Game info

Price: £39.99  
Publisher: Electronic Arts  
Web: [www.eagames.com](http://www.eagames.com)  
Players: 1-4  
Memory: 2 blocks

OUT NOW

**Yes!!! GoldenEye on GameCube! Our dreams have come true. Oh no, something's gone horrendously wrong... abort the mission!**

EA must have been racking their brains to think what Bond film to base their latest game on. *Goldfinger* – a game about a spy quietly poking henchmen with his gold finger was scrapped. *Moonraker* – about a gardener who tidies up leaves on the moon was also canned. So *GoldenEye* must have seemed like a real belter.

And in perhaps the greatest example of lateral thinking ever, *GoldenEye: Rogue Agent* sees you playing as a bad guy who has his eye replaced with an ACTUAL golden eye. Genius! This is no remake of the N64 classic and there's no Facility or PP7 here. It's a brand-new game, with the only similarity being the terrible play on words with the name. If you're a die-

hard *GoldenEye* 007 fan then stop reading immediately because you're probably already puking with rage. If you're still curious, then read on.

The story sees the rogue agent getting the boot from MI6 for being too reckless and dangerous. After leaving MI6, GoldenEye gets an offer he can't refuse from the super-villain Goldfinger and turns his back on the goodies.

The fight against bad guys isn't over though – rival megalomaniac Dr. No declares war on Goldfinger, so GoldenEye must fight for evil against evil.

Although the plot is inexcusably lame, it provides an excuse to dispatch plenty of similar henchmen with a glittering array of weaponry. From semi-automatics, to shotguns and rockets launchers,

almost every single conceivable gun is here. Dual guns are also on offer, using either **L** or **R**, for maximum killing sprees. What's the deal with only being able to carry two weapons though? Can't GoldenEye just store a few in his pockets?

Collecting weapons isn't a simple case of running over them either. Instead you have to press one of the shoulder buttons and **A** to grab one. In the thick of shoot-outs this is a nightmare and you might get murdered just choosing your gun. We've never seen Brosnan fiddling about with his semi, so why should GoldenEye? On the plus side, the dual-weapon system makes for some wicked gun combos, like a shotgun and a machine gun. Have that henchmen!

It's a good job you've got all this heavy artillery because even on Normal mode this is tough in parts. But there's some help at hand in the form of a rechargeable shield. Long gone are the days of first aid kits, now

GoldenEye just takes a breather and lets his health bar refill. Clearly a world away from the N64 original and it ruins the winning run-and-gun style.

This only helps promote hit-and-run tactics. You dash into a room all guns blazing, take out a few ill-placed henchmen while taking a few shots yourself, then dodge back out to recover, ready for the next attack. It means the action comes in short, frantic bursts. The levels promote this style because they're only a series of rooms filled with enemies. Sadly this becomes incredibly repetitive because you're doing it ALL the time. There's absolutely no change in pace or gameplay.

The rechargeable health shield is symptomatic of the new glitzy Bond films and their invisible cars and 20,000-volt stun gun-mobile phones. The biggest example is GoldenEye's 'golden eye', acting as a normal eye, x-ray device, hacking equipment, shield and energy beam. Clearly GoldenEye's gone to Specsavers.





## Guns are for goons

Scrap the semis for a trap or two.

■ When you get bored of gunning down henchmen, why not try killing your enemies in more inventive ways? In most levels you can use parts of the environment to squish, roast or even freeze your opponents. You'll never look at a sauna the same way again...



Steamed vegetables are nice, but steamed gangsters are just a mess



On the other hand, locking henchmen in a sub-zero room is much cleaner.



Under that green toxic gas are a load of bad guys wishing they had gas masks. Ha!

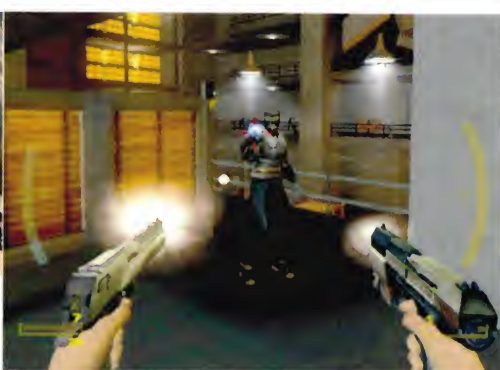


Hmm, that gunship ain't so happy when you blast it with dragon fire. Have that!

**“Ultimately (and expectedly) *Rogue Agent* lacks the quality of the original.”**



■ Empty room equals mission of death accomplished



Ultimately it's secondary to the guns and you'll use it less and less. It's basically a gimmick used only to justify the name. That's disrespectful.

The eye also makes an appearance in the multiplayer games, where, again, it's pretty insignificant. Original *GoldenEye 007* deathmatch was a revelation. It felt like nothing we'd ever played before. This latest multiplayer lacks that jaw-dropping element. Although there are 20 maps and different modes, including deathmatch and team domination, it feels like so many other multiplayer shooters already out there, like *TimeSplitters 2*.

Ultimately it's unclear why EA chose to mimic *GoldenEye 007*. For many Nintendo fans it'll seem like a cynical cash-in on one of the best-loved FPSs ever. By calling it *GoldenEye* it evokes nostalgic memories of gaming glory. But the problem with rose-tinted memories is nothing can ever live up to them, so *Rogue Agent* will always be second best. There are okay moments: like the dual weapons and frantic shoot-outs, but they are few and far between. Ultimately it just lacks the quality of the original. Now we just can't wait for a reworking of *Super Mario 64* when you play as a rogue Goomba!

## So, should you buy it?



### Yes if...

Your brain fails to register that *GoldenEye 007* was one of the best shooters ever.

### No if...

The N64 classic is your fave game and the idea of this makes your blood boil.

### You'll love it if you like...

Sitting in a chair stroking a white cat and cackling to yourself about ruling the world.

### GRAPHICS

6

Many environments look similar and it suffers from some terrible slowdown.

### SOUND

7

So loud it bullies your ears into submission, but the music's not too bad.

### GAMEPLAY

6

The dual guns are fun, but the action gets increasingly repetitive.

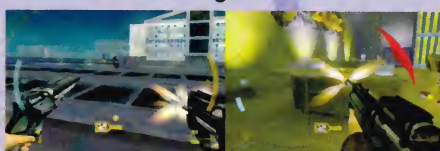
### LIFE SPAN

7

There are only eight missions, but the multiplayer adds a little more value.

### VERDICT

> This dirties the great name of *GoldenEye 007* by being a repetitive and soulless experience. Do yourself a favour – dig out your N64 and play the original, rather than this train wreck of a game. *Rob Burman*



**BEST BIT:** Teaming up two guns so you can blast the enemy into next week. **WORST BIT:** It's just not *GoldenEye* is it? And the 'golden eye' thing is crap.

### SECOND OPINION

> This shouldn't have been made. It's a waste of zeroes and ones. The only good thing about it is the name and that's why they stuck it on this filth. *Dean Scott*

**Nintendo**

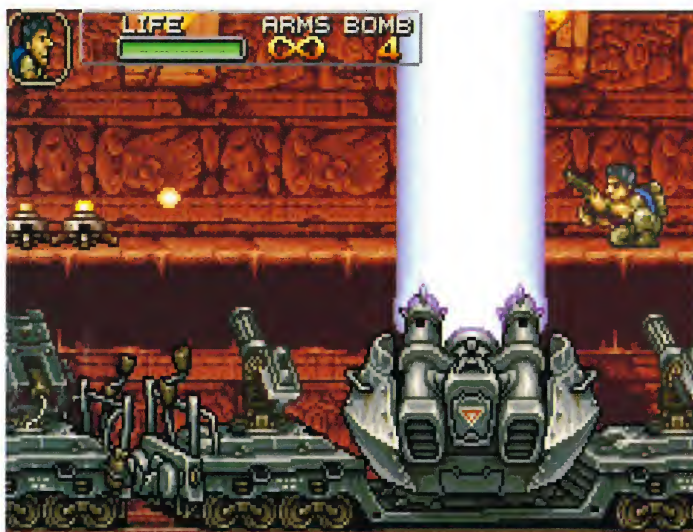
OFFICIAL MAGAZINE UK SAYS...

**"FOOL'S GOLD"**

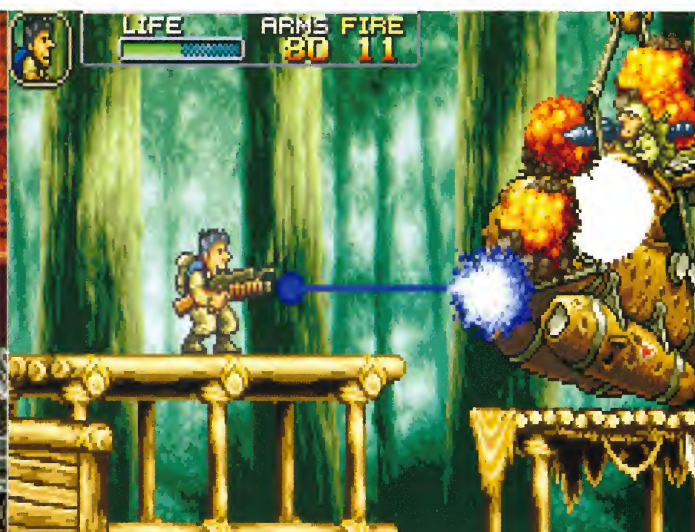
**65%**

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■ Imagine if Saddam had one of those? Game Over, USA. BZZZACCKK!



■ Submarine on a winch in the jungle? Take a giant laser to it, obviously

# Metal Slug Advance

## Game info

Price: £29.99  
 Publisher: Ignition  
 Web: [www.ignitionent.com](http://www.ignitionent.com)  
 Platform: GBA  
 Memory: Cart (3 slots)

OUT  
 DEC 17th

If wars were really this much fun we'd move to Iraq.

> A hostage is tied to a post. The guards watching are standing around laughing. By the time they see the grenade, it has blown them into the air. A third guard waves his arms in terror as Dean Scott leaps into the pit and cuts him down in a vicious clatter of machine gun fire. Where's the blood, though?

Seriously, WHERE'S THE BLOOD? We've played *Metal Slug* games before now. You smash someone with a shotgun in the chest from close quarters and their vital organs come surfing out of their chest on a wave of blood. Scorch people with the flamethrower and you can see their charred body struggle as flames engulf them. It's okay, it wasn't gross or anything. It

was just like a cartoon, so it was awesome.

*Metal Slug* games are about two things: blowing lots of people up and looking incredible while doing so. Previous games in this franchise set the absolute gold standard for 2D animation. As the zombies in *Metal Slug 3* limped along dragging their gammy leg, you were grinning all over your face even before they vomited a jet of blood across the screen.

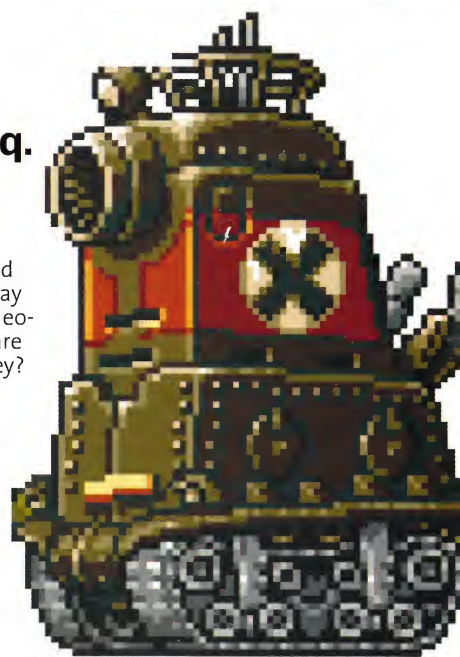
We get it though. This is a Game Boy game. Kids have Game Boys. Kids also have twenty pence pieces though and the arcade games had options to turn the blood on or off. Here, your option is whether or not to have autofire switched on. My dad always used to tell me that

autofire was cheating.

But let's assume you aren't some pathetic 27-year-old manchild who paid £150 for *Metal Slug 3* to play on his ridiculous 'trophy' Neo-Geo home console. What are YOU getting for your money? You're getting a side-scrolling shooter packed with things to kill. You can ride in tanks and fly Harriers. You can fire lasers and rockets. Four hits and you're dead. Off you go.

It's great fun. A little easy perhaps, but very enjoyable. There are five basic missions, each given an aggressive full stop by a boss character that rarely fits on the GBA screen. Imagine a plane hovering overhead with a pair of miniguns blazing away. Oh, and gangs of infantry hopping out of the side to try and kill the one guy underneath popping caps into the fuselage with a handgun. That's you, by the way.

*Metal Slug* is cool because guards can't kill you by walking into you. They need a split second to pull a blade or fire a weapon and by that time you've opened them up with a Bowie knife. They slightly ruin



this by pulling the dirtiest trick in the book if you return to the scene of a slaughter: respawning. Dude, you can't come back alive. I wasted a rocket to waste you. Have some respect. Stay dead.

Survival is all about jumping, dodging and judging the arc of a grenade so perfectly that it flushes out the guys in little recesses with mortar launchers. At its most frenetic, *Metal Slug Advance* is an absolute firestorm and shakes you up like having all your blood replaced with



■ That's a card right there. Try not to fall off your chairs, readers



■ In the army, this is what they call "a situation"





■ Sorry Tutankhamun, the gun just went off. It was an accident

**"It's a timely reminder that classic 2D gameplay never goes out of fashion."**

Isn't Bru. It's a shame getting to the end is a few hours work at most. In the arcades, a single hit sent you to the graveyard, but here you have an energy bar. While that cuts down on frustration, it helps you hammer through it.

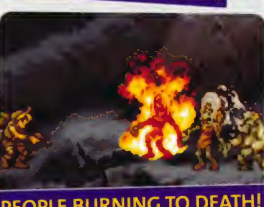
To their credit, they've tried to add in replay value. Every hostage you untether from a post or cut free from a noose has a name. Beat a level without dying and the names get logged. There are also cards to collect as you go which say exciting things like 'Banana' and

'Bread' to celebrate items found in the game. Collecting cards is boring. Games industry, please make a note of that.

We like *Metal Slug Advance*, but it could have been better. This feels like a *Metal Slug 1*, but one that's been photocopied so many times the finer details have started to get lost. By the benchmark third game, SNK had introduced branching pathways, up-scrolling levels, helper monkeys packing Uzis, aliens, zombies, all sorts. Where's all that? This could have been amazing.

## Err, you missed a bit

Previously in *Metal Slug* games...



## So, should you buy it?



### Yes if...

You want to keep alive one of the great 2D game franchises.

### No if...

You're a militant SNK fanboy and refuse to accept the new Korean SNK.

### You'll love it if you like...

Classic 2D scrolling shooters like *Contra*, and brainless arcade-style carnage.

### GRAPHICS

7

The palette's drab, but it's slick and well animated. But there's a lack of blood.

### SOUND

7

It shouts **ROCKET LOWNISHER** when you get that weapon which is funny.

### GAMEPLAY

8

The control is spot on. Watch me jump through the bullets! Oh, one got me.

### LIFE SPAN

5

The difficulty only spikes as you work out the technique for slaying a boss.

### VERDICT

> It's a solid *Metal Slug* game and a timely reminder of how classic 2D never goes out of fashion. But having played other games in the series, I can't help thinking this could have been much better. *Dean Scott*



**BEST BIT:** Killer old-school gameplay like mummy used to make.

**WORST BIT:** That weapon that scoots little mouse bombs across the floor.

### SECOND OPINION

> It may not be the best *Metal Slug* game out there, but it's still great fun and well worth your dollars, especially if you like killing and stuff. *Kingsley Singleton*

**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"IMPERFECT"

74%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



# Now even smaller!

## The Urbz: Sims in the City

Publisher: EA  
Release date: Out now  
Price: £29.99  
Players: 1-4  
Game Save: Cart (1 slot)



■ Experience wondrous events such as talking to people, going to the toilet, eating and going to sleep! Wow! Our game brains are exploding with the possibilities. Can we eat a snack AND take a bath, please?

We know the whole point of *The Sims* is to live a virtual life. But, it really begs the question... what's the point? Gamers are pigeon holed into the "no friends" bracket too often and games like this don't help. There are idiots sitting around pointing at the Urbz and saying: "Ha ha! Stupid gamers have to talk to virtual people! Look at us with our Burberry caps and Argos bling, we're clearly a million times cooler."

We're not criticising all virtual-life games. *Animal Crossing* was good because it avoided the boring elements and you got to talk to penguins! *Urbz*, on the other hand, delves into the very depths of tedium. Sometimes you'll even get to watch your Urb watching TV. Wow!

The whole game revolves around you getting a better reputation. You can do this by talking to them, which is basically a case of remembering what they like. Our advice for gaining respect would be to ignore this and send the cash to everyone at NOM instead.



**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"SIMPLY DULL"

63%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

## The Incredibles

Publisher: THQ  
Release date: Out now  
Price: £39.99  
Players: 1  
Game Save: 10 blocks



■ Calling them The Incredibles is a lot to live up to, but the film looks pretty good and probably deserves the title. From playing the game it might be better to call them The Mediocres or perhaps The Generics.

As is the trend in games, the blockbuster movie has been dumped onto a Nintendo quicker than you can get out of the cinema after the film has finished. It features all the memorable moments from the 'smash hit' and turns them into completely forgettable garbage. See also *Shark Tale* and *Finding Nemo*.

This means you'll be punching henchmen, using fairly boring super powers that have been nicked from the Fantastic Four and tackling bog-standard platforming elements. You can tell it's meant for little kids, but that's no excuse to make it so ridiculously easy. A ferret with a wig pulled over its eyes would probably be able to make it through most of the levels.

There's nothing criminally wrong with it, but each level is too similar and has only a few minor changes, such as different style henchmen or playing as a different member of the team. Ultimately though this is more of a citizen's arrest than a superpowered scrap.



**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"JUST CREDIBLE"

62%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK

## WWE: Survivor Series

Publisher: THQ  
Release date: Out now  
Price: £29.99  
Players: 1-4  
Game Save: Cart (1 slot)



■ In Mexico, wrestlers wear masks as a mark of pride for their sport. Each wrestler takes care of their mask and even wears it when they're not in the ring. It means they command respect around their town or village. But if *Survivor Series* was a Mexican wrestler we'd make it wear a pink frilly mask with the word "useless" emblazoned across it and preferably no mouth hole so it couldn't breathe.

There's a moment while playing *Survivor Series* when you think "perhaps this isn't all about hammering the buttons. Maybe I should try some tactics." You're wrong. Completely wrong. A fight boils down to a few punches, some holds and a couple of throws. The only real excitement is when you have a Royal Rumble and four leather/lycra-clad morons are in the ring.

Yes, there's a Story mode where you build your reputation in the WWE, but for each match you get a sense of déjà vu. It's the same moves against another half-dressed moron.

It doesn't really matter what we say though. There are enough wrestling nuts out there who'll rush out and buy this. Believe us, no steroid in the world could make it any stronger.



**Nintendo**

OFFICIAL MAGAZINE UK SAYS...

"ROYAL RUM-DULL"

52%

TELL US WHAT YOU THINK @ WWW.NINTENDOMAGAZINE.CO.UK



## Ty 2: Bush Rescue

Publisher: EA  
Release date: Out now  
Price: £29.99  
Players: 1  
Game Save: Cart (3 slots)



You've got to worry about any game that feels the need to tell you how to jump during a training mission! Surely it was decreed by the gaming gods A is always jump on any platformer? "...On the third day the Lord did sayeth A must be jump and the gamers they did rejoice. Amen."

Ultimately, Ty 2 wouldn't register on your gaming radar unless set to "banal". Playing as Ty you'll have to take out tens of samey looking bad guys with your boomerang and jump about similar looking levels. It gets dull pretty quickly.



## Monopoly

Publisher: Zoo Digital  
Release date: Out now  
Price: £29.99  
Players: 1-4  
Game Save: Cart (1 slot)



Ultimately this begs the question, "why fork out 30 notes of your hard-earned pocket money to get something based on a board game which costs about £12?" Playing Monopoly on the GBA is like playing Twister with some shop dummies: pointless and slightly embarrassing.

It takes ages to have your turn and the rules aren't traditional – a combination that manages to suck the fun out of the board game and replace it with a mediocre video gaming experience. Just buy the real-life version if you really want a game.



## Pac-Man World

Publisher: Zoo Digital  
Release date: Out now  
Price: £29.99  
Players: 1  
Game Save: Cart (3 slots)



If you remember Pac-Man as the dot-chomping legend that he was, then look away now, because this will ruin the yellow star's reputation completely.

Pac-Man chomps dots. That's what he does. Pac-Man World tries to tell you he can bounce, swim (really slowly) and throw bombs. But he can't – it's lies. What's this crap platforming garbage? And the music. AARGH! It's torture. This isn't Pac-Man. It's a yellow alien trying to kill your brain.



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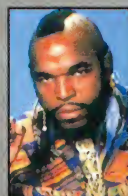
# NES CLASSICS SERIES 2

### Game info

Price: £14.99 (each)  
Publisher: Nintendo  
Web: [www.nintendo.co.uk](http://www.nintendo.co.uk)  
Players: 1-2

**OUT**  
JAN 7th

Fasten your seat belts, kids of the '90s! Superstars of the '80s have invaded **NOM** to review NES Classics. Awesome to the MAX!



## Castlevania

"I pity da fool dat thinks Mr. T can't review no stupid GBA games! I PITY DA FOOL!"

■ Quit yo' jibba jabba, Simon Belmont! Ain't no way you're gonna beat no vampires with that poxy whip! Get yo' self a cabbage-firing machine or at least use a wooden stick, an empty loo roll tube, some stockings and a monkey wrench to create an exploding stake.

Whoever hired this Belmont guy should have just called in the A-Team to deal with the Count and those zombies. Hannibal would've come up with a plan to kick that guy's ass. Instead Simon just wanders around with his whip and some holy water. Man! That's too tough for me. I couldn't even get past the big bat at the end of level one. He's flying around and everyone knows Mr. T don't like no flying. That crazy fool, Murdoch had to bring the bat down so I could bust some more heads with my whip. Woo yeah, those zombies don't like it when they got a whip in their faces.

I liked playing the new *Castlevania* games on my GBA, even though my hands are so massive and manly that I get finger cramps all the time. But I remember playing this back on my NES while waiting to drive a car into a haystack on the set of an A-Team episode. I reckon it's the best.



□ "Man, this looks worse than my cartoon TV show!"



## Metroid

"Ow! I'm Michael Jackson and I'm so bad at reviewing games. By bad, I mean good. Ow!"



□ "I love Bubbles, so this is my top level, yeah!"

■ Ow! I'm the real Michael Jackson. The one with Bubbles the chimp and a ranch called Neverland. I don't know who that impostor is at **NOM**, but I bet he can't moonwalk. Ow! I'm moonwalking right now while playing *Metroid*. Look at me shuffle across the floor. Mmm yeah, I'm bad!

Ow! This game makes my brain hurt! I was wandering around for ages with nothing telling me where to go. Me and Bubbles kept taking it in turns to try and get through this, because I was getting killed. Woo-hoo! Ow!

Samus should get down, brother! Why can't

she duck and fire her lasers? She needs to learn to do the splits like me in one of my number one videos. Woo-hoo! It just makes this too hard for me. Ow!

Bubbles reckons he's played this before though. I bought him *Metroid Zero Mission* for his customised monkey GBA with poo-proof covering and he reckons the original *Metroid* was on that game. So, unlike one of my greatest hits albums, it makes you wonder what the point is of buying this game again. Even if it is the game that started the whole *Metroid* phenomenon. Ow!







# Dr. Mario

"Hello, it's K.I.T.T. the talking car from *Knight Rider* here! I'm fresh from my gaming MOT."

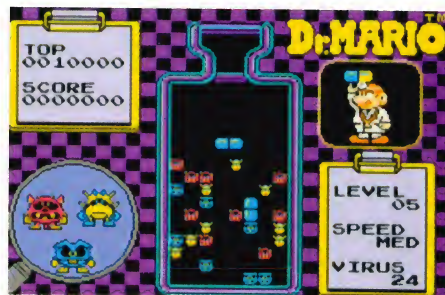
7/10

■ After being sold by Michael Knight, I had a variety of owners including a surgeon, so I'm the best vehicle to tackle *Dr. Mario*. Herbie kicked up a fuss, but I rammed him off a cliff.

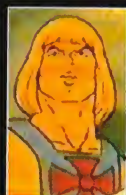
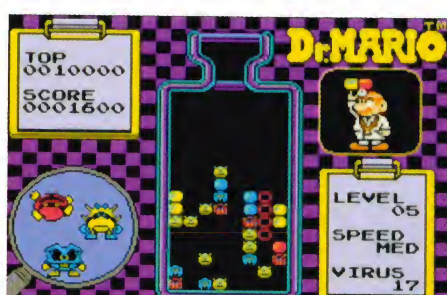
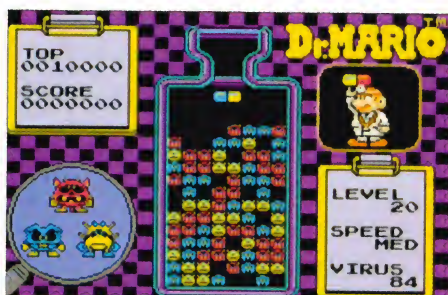
Unfortunately I had a number of problems playing this. First of all I couldn't get the GBA plug to fit in my cigarette lighter and then I realised, after a messy incident getting a GBA stuck in my exhaust pipe, I had no fingers to press the buttons. Luckily though my current owner, a 74-year-old granny from Surrey, said her grandson would play the game while I watched.

Well, I must say that I haven't had such fun since chasing a group of bank robbers driving a turbo-charged Austin Allegro through the streets of San Francisco. I once had a copy of *Tetris* installed on my stereo, but it was no way near as good as this. Getting rid of viruses has never been this fun and I should know after Michael had a difficult time with the flu – I've still got snot in my windscreen washers.

The best thing about *Dr. Mario* though was I could use the wireless link-up to play multiplayer with the attractive Ford Escort across the road. How jolly!



□ "These screens are very similar, Michael."



# Zelda II: The Adventure of Link

8/10

"By the power of Greyskull, I, He-Man, shall review this game!"

■ Where is the button to turn this green-hatted weakling into a muscle-bound mountain of a man like me? Surely this puny specimen cannot be expected to take on the mighty Ganon and the legions of the undead. He hasn't even got a battle animal to ride on.

Back in the 1980s I was busy kicking Skeletor's butt, so I didn't have much time for video games – unlike my sister She-Ra who would spend hours playing *Duck Hunt*. But looking at this I think Link certainly needed some pointers. For a start he's wearing too many clothes, a leather cod piece and bare chest would have been far better. I do like the fact he can fire deadly beams from his sword though, I could have done with that when tackling Evil Lynne.

From what I know about the *Zelda* series I was surprised this one is side-on! I almost dropped my sword in horror when I first saw it. The only thing more shocking was when I saw Orko without his hood on. Although Link may be a bit weedy looking his adventuring is almost on par with me – almost!

So by the power of Greyskull I declare this is a good game for you puny weaklings and your wimpy muscles even if it was on the *Zelda Collector's Disc*.



□ "Solid advice as always from the friendly villagers of Hyrule! Trust them, say I."





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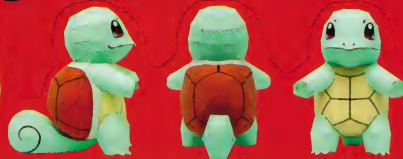
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# PROFESSOR E. GADD'S Guides



**This month: *The Legend of Zelda: The Minish Cap!*  
HOW TO BEAT THE BOSSES! AND FIND  
THE BOTTLES! AND GREAT FAIRIES!**

## BOSS 1: GIANT CHU-CHU

**U**se the Gust Jar to suck away at his base. After a few sucks he'll start to wobble. Run away from him and wait until he falls down then attack him with your sword. Towards the end he'll start bouncing all the time. Watch his shadow and roll out of the way. When he lands, give him a quick gust before moving again.



## BOSS 2: FIRE DRAGON

**R**oll around the lava pit and shoot the dragon's shell from the side or rear using the Cane of Pacci. When its head falls down run across the neck and slash away at the exposed body. If the dragon sets too much of the level on fire, use the Gust Jar to suck the flames out – some will even give you hearts.



## BOSS 3: GIANT HEAD

**S**hoot the open palms with arrows. This will reveal a pink blob in the hand. Slash this with your sword. Do this for both hands then shrink down and enter the mouth. Once inside, smash the glowing pillar with your sword. The second and third times you will need to dig out the dirt to find the correct pillar.



## BOSS 4: GIANT OCTOROK

**U**se the Shield to bounce rocks back at the Octorok. After a few hits it will turn to ice. Move around it and set fire to its tail using the Lantern. It's hard getting behind the thing, so roll around and eventually it will stop to suck up air allowing you to set it on fire. If it snuffs out the lights, roll around until they come back on.





## BOSS 5: FLYING MANTAS

**T**ry to get on the smaller blue one first. Stand in the middle and hit an eye when it opens, while jumping over the tail. After a few hits you'll end up on the red one. Use the Link clone move to attack the three eyes that open. After a few hits the blue one will interfere. Jump on it to finish it off. Otherwise you'll have to continue attacking the red manta while dodging the blue one.



## FINAL BOSS: VAATI

**M**ove around and hit the eyes with your sword. When they're all destroyed attack the giant eye on the main body. If Vaati sends out a black hole, use the Gust Jar to suck it up. When he is surrounded by black holes suck them all to reveal small eyes underneath and destroy them. Roll around to avoid the fireballs and wait until the eyes start shooting lasers, as this is the easiest time to hit them.



**S**hoot the closed eyes around the big eye. When you've revealed four red eyes, stand on the Link clone squares and clone Link four times in the same pattern as the eyes. Hit all four red eyes at once to reveal the middle eye, then attack it with all four Links for maximum damage. You can use your sword to destroy any blue spikes that get stuck on the cloning squares.



**W**ait until the final form sticks an arm in the ground, then run around and shoot it with the Cane of Pacci to freeze it. Make Link small and go inside the arm. Look for an eyeball that's slightly pinker than the others and destroy it. This'll break the arm. Use the cloning squares to create four Links. You must reflect all four lasers back into the eyes that fired them.





## BOTTLES: 1 AND 2

**W**hen you first enter Trilby Highlands from Hyrule Town, head south and climb down the ladder. Bomb the wall on the right at the bottom of the ladder and defeat the Deku inside, buy a Bottle from him for 20 rupees.



**G**o in the bar in Hyrule Town. Push the cupboard left. Use the Cane of Pacci to turn over the pot and shrink it. Climb the mini ladder and go round the top to the shop. Take the bottle to the dog in Lake Hylia and feed him to claim the second Bottle.



## CAVES: GREAT FAIRY AND FAIRY CAVES

**H**ead to the west of Mt. Crenel to a large section of wall you can climb (once you have the Grip Ring). Climb north-east and look for a small ledge you can get onto. Bomb the wall here. Enter the Great Fairy Cave and lob a bomb in the water. Choose the third answer to get the Big Bomb Bag.



**W**hen you have the Cane of Pacci, go to the Eastern Hills and look for a hole on the east side. Use the cane to launch yourself up and follow the path into an area of The Minish Woods. Enter the tree at the end. Choose the first answer for both the fairy's questions and you'll get a Wallet upgrade.

**I**n the Royal Valley, look for a blank piece of wall between two bits of wood and use a Bomb to blow it open. Now go inside and speak to the Great Fairy. Answer first, second, second, first, second and second to be rewarded with the Great Quiver. This means you'll be able to carry loads more arrows for your Bow.



**I**n South Hyrule Field, head north towards the town wall then west and down the ladder. Blow open the blocked cave with a Bomb to reveal the Fairy Cave. Once inside, you will be healed by the three fairies. If you have enough Bottles free, catch one of the fairies and it'll bring you back to life if you die.

**W**hen you first climb the vine to Mt. Crenel, go left and climb the ladder then bomb the rock face between the jagged rocks. Although the opening has no cracks, you'll be able to spot it because there's a signpost near to it. Once blown open you will reveal the second Fairy Cave. Pop inside to heal yourself and catch a Fairy or two.





**EXTRAS: BOMBS, SHIELDS AND BOOMERANGS**

**F**use a kinstone with the crusty old elder in the Minish village that you come to in the middle of the Minish Woods. After that, go to the hut marked on your map and talk to the Minish. They'll upgrade your bombs and you'll be a very happy little dude in green.



**C**omplete the Goron miniquest to get Bottle four. After infusing the sword with the fourth element you can fuse a stone with the sixth Goron in the cave at Lon Lon Ranch. This'll wake the huge Goron at Veil Falls. After beating the game feed it your Shield in return for an upgraded one.

**O**nce you've got the Ocarina, visit Tingle on a platform to the east of your house in South Hyrule Field. Fuse stone with him then travel to Lon Lon Ranch and find another Tingle on a platform at the back of the farm. Fuse with him, then find the one in Lake Hylia. Fuse with this Tingle before running all the way to Trilby Highlands.

Use the Mole Mitts to bash through a cave on the north-west side and climb the ladder inside to reach the Tingle at the top. Fuse with him then go to North Hyrule Field. Enter each tree that Tingle unlocked and stand on the switches. When all four fires are lit, enter the new room in the middle for the ultimate Boomerang.

**BOTTLES: 3 AND 4**

**F**use stone with the Smithy inside Link's house in South Hyrule Field and he'll create a chest in the Eastern Hills containing the Bottle.



**U**se the Mole Mitts to dig through the cave in Lon Lon Ranch. In the top right of the cave is a mark on the wall. Fuse a stone with it and the first Goron will smash through the wall.

Next fuse stones with the farmer. Head to Minish Forest and dig through the cave near the witch's hut. Inside is another mark you can fuse with. Head to the north-west corner of Mt. Crenel and dig through the cave for another mark. Fuse with it, then go to the Trilby Highlands and dig through the cave on the north side for another mark.

Go to Lake Hylia. Use the Roc's Cloak to hop from island to island, reaching a cave. Dig through and inside, head left and down to reach a dead end with another wall mark. Once fused with all the marks and the farmer, head to the Goron cave in Lon Lon Ranch and cross the bridge to get the Bottle.







# Tips Lab

## Mario Golf Advance Tour

Yabbo! Here's how to unlock some more golfers, in the awesome handheld game. Unfortunately they're not robots...

CHARACTER...	HOW TO UNLOCK...
Luigi	Transfer experience points from <i>Mario Golf: Toadstool Tour</i>
Waluigi	Get 27 Best Badges in <i>Toadstool Tour</i> , then link-up to <i>Advance Tour</i>
Wario	Get 54 Birdie Badges in <i>Toadstool Tour</i> , then link-up to <i>Advance Tour</i>
Putts	Beat his team in match play
Tiny	Beat his team in match play
Azalea	Beat her in match play



Want to see less of these?

**Gadd's Quick Tip**  
In *Tiger Woods PGA Tour Golf 2005*, just enter the code R453DrTe to get all the PING items.

## Mario Vs. Donkey Kong

My mechanised monkey told me how to unlock these movies and levels. He really did.



We can't stop the spikes from killing you, soz...

UNLOCKABLE...	HOW...
Movie Five	Start World Plus
Movie Six	Get to the boss of World Plus
Movies Seven and Eight	Beat the boss of World Plus
Level X-6	Get 54 Stars
Level X-7	Get 63 Stars
Level X-8	Get 72 Stars
Level X-9	Get 81 Stars
Level X-10	Get 90 Stars
Level X-11 and X-12	Collect all Presents on the first ten Worlds

## The Incredibles

What's incredible about this is how they fit into those lycra suits.

CHEAT...	CODE...
One-hit kills	KRONOS
Eye lasers	GAZERBEAM
Destroy everything in area	SMARTBOMB
Speed up gameplay	SASSMODE
Infinite Incredi-Power (Elastigirl)	FLEXIBLE
Infinite Incredi-Power (Mr Incredible)	SHOWTIME

**Gadd's Quick Tip**  
Link the GBA version of *Rayman 3* to the GameCube game and you'll unlock ten bonus levels! Winner!



Mr Incredible – now with added incredibleness



## NOM Superstar Tip



Luigi turned down my nuclear-powered go-kart for use in *Mario Kart Super Circuit*. He said something about the fact he'd seen the test model explode. Anyway...

Just like *Mario Kart: Double Dash!!* you can perform a powerslide. When going around a corner, press and hold **R** and hop while holding **□** or **△**. When you land, you'll slide in the direction you were holding. After a second, let go of **R** and stop sliding. When you drive straight you'll be given a speed boost!



□ Yoshi will blast past Toad with this tip

## Animal Crossing

Lots of people have been asking me for these codes. To enter them, speak to Tom Nook and select 'other things'.



□ You too could have a Mario-tastic room – just by cheating a bit!

### ITEM...

### CODE...

? Block	#5baUIRmw#gwkY BK66q#LgscTY%2
Block Flooring	lboOBCeHz3YbIC B5IgPvQYsfMZMd
Cannon	4UT6T6L89ZnOW3 dw&%jL3qjLZBf
Coin	rSbaUIRmwUgwkA 1K6tq#LmscTY%2
Fire Flower	4UT6T948GznOW3 dw#%jLEqjSZBf
Flagpole	4UT6T6L89ZnOW3 dwU%jL3qjLZBf
Green Pipe	1mWYg6fB@&q7z 8Xz5Nwpfj76ts
Mario Mural	Ql6DLEnhm23CqH zrUHK3cXd#Hor9

## Gadd's Quick Tip

In *Def Jam: Fight for New York*, enter BIGBOI in the cheat menu to unlock the track Bust by Outkast.

## The Prof's Problems

Yabbo yaboo! Each month you can ask me about all your gaming problems. Heh heh.

**Q.** Prof, how do I beat the last of the Magnificent Five on *Viewtiful Joe*?

*Mark Nicholls, Bristol.*

**A.** Ahh yes! This is a tough one, Mark. Hit him while he's a drill to knock him down. Then Mach attack him to get the box in the background. To get all the canisters, let him drill the ceiling, then upercut one of the stalactites into the canisters. Use the Zoom spin kick to destroy the bats. Also, Mach attack AJ, as there are hidden boxes all over the area.

**Q.** Prof, how do I penetrate the Dark Raven's shield on *Billy Hatcher and the Giant Egg*?

*Jim Morrison, via email.*

**A.** Heki heki! The Dark Raven is a nasty bird, Jim. To penetrate his shield bash his Shadow Balls back at him. Press **B** just as the ball's about to hit you and it'll become a Light Ball. Now you can attack him with your egg.



**Q.** Prof, I keep falling off the grinds in *Tony Hawk's Underground 2*. What can I do?

*Mike Travers, Leicester.*

**A.** After consulting my Code Master Deluxe 3,000 I think you should type in "straightedge" in the Cheat menu to get perfect rail balance.



**Q.** Prof, my friend told me there are three *Pokémon* levels in *Super Smash Bros. Melee*, but I can only find two. Help!

*Susie Lancaster, Cardiff.*

**A.** My GameCracker 7,000 found out that if you play 200 Versus matches in one sitting, you'll also unlock the Poké-Floats stage.

Heki heki! Want me to help you out? Then send a letter to The Prof's Problems at the usual address. Or email [rob.burman@emap.com](mailto:rob.burman@emap.com)

Because I'm busy making new gadgets, like the Poltergust 5,000, I will only be able to reply to those questions used in the magazine.

## PLAYER'S CHOICE

**H**eki heki! I once tried having a robot party.

Unfortunately R2-D2 spilt lemonade on R.O.B. and made him short circuit. Oh well, now I just stick to playing *Mario Party 5* when I feel the party mood about to take hold of me.

But unlocking all those mini-games can take ages, so here's my little tip to save you playing through the game yourself. Select Party mode and put three players as the CPU. When the game starts, press pause and then switch

your character to a CPU-controlled one.

You won't have to play, but the four CPU-controlled characters will continue to go around the board. Each mini-game they unlock will then be available to play!





Heki heki! Swords? Boomerangs? I'd give Link a space cannon to sort out Ganon. Until that fateful day, these tips should help you.



# The Legend of Zelda [SPECIAL]

## A Link to the Past

Bottles can hold all sorts of wonderful things, like brains or acid. Why just have potions?

### BOTTLE ONE

Buy one for 100 Rupees in Kakariko Village from the man sitting next to a bottle.

### BOTTLE TWO

Enter the Kakariko Inn from the north entrance and look in the chest.

### BOTTLE THREE

Swim under the bridge near the castle entrance.

### BOTTLE FOUR

In the Dark World, go to where the Smithy is in the Light World. There's a chest. Drag it to the Light World and speak to the guy in the desert.



□ Never knew he was here? Now you do!

## The Ocarina of Time

Ha! Time travel, that's so last century! Anyway, here are the items you'll receive for collecting the Skulltula Tokens found throughout the game.



ITEM...	NUMBER OF TOKENS...
Adult wallet	10
Stone of Agony	20
Giant's Wallet	30
Bombchus	40
Piece of Heart	50
Huge Rupee	100

## The Wind Waker

My amazing lab is powered by a giant windmill that towers high above my house. I also dry my lab coats on it. But enough of that – here's a taste of the special stuff you'll get on finishing this classic quest.



□ Link wants his old threads back...

### UNLOCKABLE...

### HOW...

Different clothes for Aryll	Finish, then start a new game
DX Camera	Finish the game
Hyllian into English	Yeah, just finish the game
Different clothes for Link	Again, just finish the game

## Majora's Mask

I'm patenting a mask that actually changes your face. The problem is, it doesn't change back.

Get the Bunny Hood by going to the Romani Ranch. Enter the barn and talk to the man inside. Put on the Burro Mask. March around, collecting the chicks. When they mature you'll get the Bunny Hood.





# PROF OAK'S POKÉ-CORNER

## Your Poké-problems solved by the Professor!

Hello, Pokémon Trainers! It's sometimes tough to battle your Pokémon or find those items you really need. But don't worry because each month I'll answer your Pokémon questions.

**Q.** How do I get Ho-Oh on Pokémon Colosseum? I've tried everything and I still don't know what to do!  
**Ryan Hamnett, via email**

**A.** Ho ho ho! I've had quite a few questions about this problem, Ryan. If I were you I would purify all Shadow Pokémon in Story mode. You then have to defeat 100 Trainers on Mt. Battle in Battle mode. There must also be an empty spot in your PC. I hope that helps!

**Q.** What do I have to do to make my Graveler evolve into Golem? It's at Lv 70 now and never seems to evolve!  
**Louise Sanderson, Milton Keynes**

**A.** I sometimes wish there was a magic potion to evolve Pokémon. My back hurts from trying to train my Machop, so it'll evolve. It packs quite a punch – even through a punch bag! But to make your Graveler evolve you must trade it with one of your friends.

**Q.** What Type of Pokémon is effective against Poison Types? My Pokémon always seem to get hammered when they take on a Koffing or Grimer.

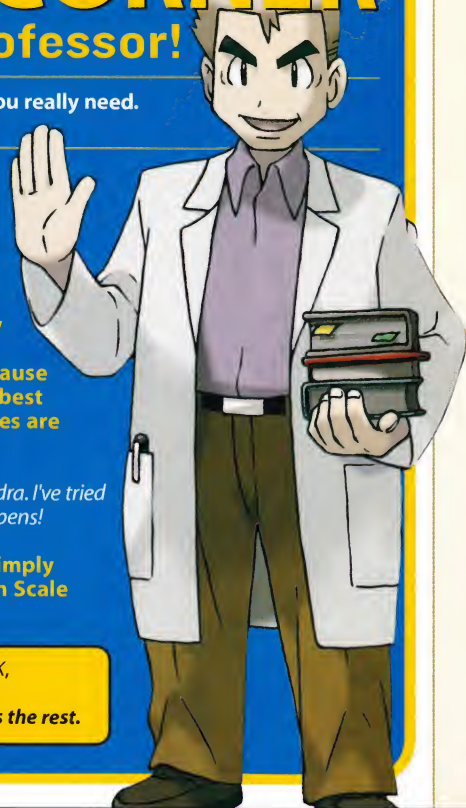
**Trevor Parsons, via email**

**A.** I once had stomach ache for a week after getting accidentally poisoned by a Muk. It must have thought I was something to eat because it tried to put me in its mouth. The best Pokémon to use against Poison Types are Ground or Psychic Types.

**Q.** Why won't my Seadra evolve into Kingdra. I've tried trading it with my friend, but nothing happens!

**Sam Cooper, via email**

**A.** To get your Seadra to evolve, simply make sure it's holding a Dragon Scale when you trade it with a friend.



If you want to ask me a Pokémon-related question please write to Prof Oak's Poké-corner, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW. Or email [rob.burman@emap.com](mailto:rob.burman@emap.com)  
Unfortunately I can only reply to those questions printed in the magazine, because my Mudkip eats the rest.

# TOP 5 TIPS

## Avoid a gaming breakdown with this top tips overload.

### 1 POKÉMON FIRERED/LEAFGREEN

To link-up with Ruby or Sapphire, fix Celio's Network Machine on Island 1. Do this by collecting the Sapphire and Ruby gems from Islands Five and Four respectively.

### 2 PAPER MARIO: THE THOUSAND-YEAR DOOR

To get the Boat Parlour game, finish the "I must have that book" sidequest by Toodles.

### 3 SUPER MARIO BALL

To unlock a Time Attack mode in this mushroom-flavoured pinball extravaganza, beat the bosses in two of the worlds.

### 4 YU-GI-OH!: FALSEBOUND KINGDOM

To unlock an ultra-cool Challenge mode in which you use all your monsters, you must complete all three stories. It's tough but well worth it.

### 5 GRAND THEFT AUTO

Are you getting lost on the way to an important drive-by killing? During play, just press **A**, **B** and **S** to get your co-ordinates. How easy is that?

To choose the games you want to see tipped here, email [rob.burman@emap.com](mailto:rob.burman@emap.com) with your choices. Make sure you put the subject heading Top 5 Tips, or write to Top 5 Tips, NOM UK, Bushfield House, Orton Centre, Peterborough, Cambs, PE2 5UW.

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Beyblade	Metroid Prime 2: Echoes*	Sonic Adventure 2 Battle
BMX XXX	Minority Report	Sonic Mega Collection
Breath of Fire	Mortal Kombat: Deception	Star Wars: Clone Wars
Broken Sword	Need for Speed Undergr'd	Star Wars: J. Knight 2
Call of Duty: Finest Hour*	Pikachu Genki Dechu	Star Wars: Reb. Strike
Dark Arena	Pikmin 2	Super Mario Pinball*
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Dragon Ball Z: Buu's Fury	Pokemon Crystal	The Sims: Bustin Out
Dragonball Z: L. of Goku 2	Pokemon Fire Red	Tony Hawk's Under.
Eternal Darkness	Pokemon Gold	Tony Hawk's U. 2
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Freeride, Tarzan	Pokemon Pinball	Viewtiful Joe
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# We Can't Wait





# For These...



## Yoshi's Universal Gravitation (GBA)

A fresh load of shots have just hatched from a Yoshi egg ready for your eager gaming eyes to peruse. After looking at these latest screens it's pretty clear that this is going to be one of the best looking and most colourful games on your GBA! But it also looks like classic platforming as huge swinging balls of death and precarious lifts across chasms will be making a welcome appearance. Just how the tilt sensor will steer you around these tricky parts we're not sure, but it'll take some precision turning of your GBA. With the likes of *Universal Gravitation* and *Jungle Beat*, Nintendo is redefining the traditional methods of controlling platform games. On this form, the next Yoshi game will probably use mind control or an egg shaped controller you have to roll along.





## | Resident Evil 4 (GC)

The scariest thing since you saw your mum with no makeup on the morning after a heavy night at the pub is almost here. *Resi 4* is going to spread horror across the land in a matter of months and the more we see, the more terrified we get. Look at the torch-wielding villagers! They're like those mobs you see in old horror films – they're probably on their way to set fire to a windmill. Or burn Leon to a crisp. We feel sorry for Ashley, the president's daughter, she should be sitting at home playing Barbie, not watching a human barbecue.





## Star Fox Assault (GC)

From the look of these screens and the name, Fox probably won't be going it alone in his latest adventure. The thought of being at the head of a massive fleet of fighters blasting towards the enemy has got our trigger fingers twitching with excitement. This could even kick the mighty *Rogue Squadron II* into touch.

It feels as though *Lylat Wars* was aeons ago, while *Star Fox Adventures* wasn't really a proper *Star Fox* game – we need *Assault* almost as much as oxygen. If you're not excited about this, there's something seriously wrong with you.



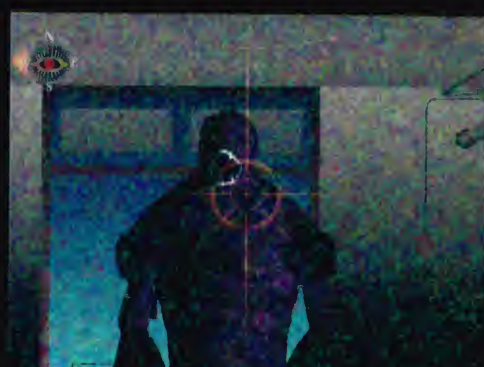
## Donkey Kong: Jungle Beat (GC)

Have you bought yourself a nice pair of gloves yet? You're going to need them to stop your hands getting super sore from bashing the bongos like a madman. You'll need the stamina of an athlete to be able to play this for hours on end. We love all the crazy animals in *Jungle Beat* and the even crazier idea of using the *Donkey Konga* bongos to make DK dash through the levels. We've had a taste of *Jungle Beat* and it just left us wanting more. The return to 2D style platforming is shaping up to be great and using the bongos is a cracking idea.



## | Killer 7 (GC)

Either love it or hate it, you've got to admit that *Killer 7* looks like one of the most stylish games on 'Cube. Blood spurts out from wounds like red streamers and monsters explode in a shower of atoms. It doesn't look like anything else out there and, by the sounds of it, probably won't play like anything else either. There's still no definitive release date for *Killer 7* over here yet. But we really hope that Capcom decides to bring it to the UK. If only so we can work out what the hell is going on with those monsters.



## | Advance Wars Under Fire (GC)

This is a tricky one. The GBA versions are essential handheld gaming and only a nutter would pass up on owning either of them. The thought of a 3D *Advance Wars* makes us giddier than a group of toddlers sugared-up on cheap cola. But the real-time 3D strategy approach to this GameCube version fills us with fear. It could either be an incredible re-invention of a much-loved game or a big pile of unwashed pants. These new screens fill us with some hope. Please Kuju, make it good!



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## Little Robot (GC)

Small is the new big with games like *Pikmin 2* and *Minish Cap* proving that size does matter. By the same token, *Little Robot* in which you play as a 10cm-high robot, should be awesome. A little girl is given a robot for her birthday and then makes it clean the house. What?! You've just got a robot and you're making it sweep the floor?! Give it a chainsaw and enter *Robot Wars* for crying out loud. Anyway, playing as the robot you have to do all sorts of chores, while making sure you don't run out of batteries. This could be a fun robotic *Animal Crossing*-esque experience.



## Geist (GC)

We're so completely desensitised to shooting people in the head that the thought of a shooter in which you play as a ghost and possess people is sweeter than a squeeze of a sniper rifle's trigger. The problem is *Geist* has been around for ages and we're still waiting! Plus, these screens raise more questions than answers. What's with the helmets? Have you walked into a pet shop where the owner likes to put fish tanks on his head? It was crap at E3, so let's hope *Geist* is breath of fresh FPS air.



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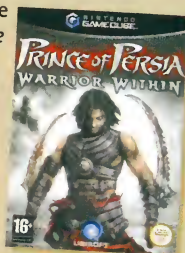


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## WIN! WIN! WIN!

Thanks to Ubisoft, we've got a temple full of *Prince of Persia* goodies to reward to best entries this month. The Star Letter wins a shiny new GameCube plus *Prince of Persia: Warrior Within*. Four runners up get the game!



## >> Zelda melodies

I got a (real) *Zelda* Ocarina about two months ago and I am loving it. They don't stop time or anything like that, but I recommend them to any *Zelda* fan. If you want one just go to [www.songbirdocarina.com](http://www.songbirdocarina.com). It doesn't matter if you can't play, it's easy to learn with the free song book. Sam Braidley, Hinckley, Those Ocarinas are too cool! They've even got a wicked little Triforce sign on the mouthpiece, just like in the game. We wish they could effect time. We'd skip through months to get to the release of the new GameCube *Zelda* 'cos you know that's going to ROCK 'NUFF!



to switch the controls so the face buttons serve as the D-Pad and vice versa. Those clever guys have even thought of the left-handers out there!

## >> All Sprung up

Damn you for your comments on *Sprung* for DS. It's not a "pulling simulator", it's an awesome LOVE simulator. I was well happy to hear it was coming to the DS, but distraught when you cussed it. You call yourselves expert gamers?

What do you know about this rare genre?

Neil Macvicar, via email

Yes... RARE. Rare because it's crap and no-one likes it. 'Love' sims, 'Pulling' sims – what's the difference? They're all basically 'For Lame-Os Who Are Scared Of Real Girls' sims. You can't be saying that clicking on lines of repeated text is fun. If you are, you're wrong. SO wrong.

## >> Fewer consoles, please!

Nintendo is the best thing in the world, but the consoles change too quickly. You think to yourself: "Ah, I'm going to buy a GBA SP now." But when you go down the shops they're advertising a new console. I say stick to one really good console and make loads of new games for it. That'd be much better, Brett Sayer, via email

## >> Rich boy alert

In December I am going to America to buy a DS. So while everyone reading this will be at home for Christmas wishing they had a DS I'll be playing on my DS in a hotel room shooting people in *Metroid Prime Hunters*. You will be crying with jealousy. MWA HA HA! Callum Tebbutt, Northampton You are such a dirty show off, Callum. So, we decided to print your address in all the issues of *NOM* that are delivered outside of Northampton. Expect angry Nintendo maniacs to be beating down your door to bash you. They'll be there any second now. Wait... no? Oh. P.S – we all got DSs last month so HA!

## RUNNER-UP

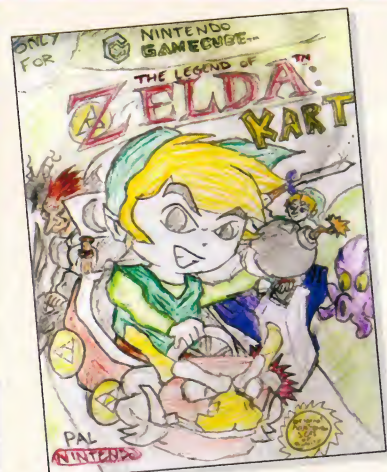
### >> My GBA is invincible



Once, I took my GBA to school, but when I returned home I realised it was gone. I thought it was lost for good, but my friend found it in a puddle in my drive. It was drenched, but I turned it on and that beautiful BLING noise filled me with joy. Ciaran Macken, Monasterboice That just proves what a quality piece of kit it is. Your GBA's durable like a tank. Now all you need is another 40 GBAs and you could glue them together to make a GBA jacket of armour. You'll be tougher than that giant Chain Chomp in *Yoshi's Island*.

## GAME or LAME?

Get your crazy cap on and dream up an awesome new game. Draw the box for it with master skills and you'll see it here. Simple...



## The Legend of Zelda: Kart

by Gary Owen

### • WHAT'S IT ABOUT?

Link and the gang get their racing boots on and hit the track in a *Mario Kart*-style racer in the world of Hyrule. Use many of Link's weapons to fight against other racers, like the Boomerang, bombs, arrows and even the Master Sword.

### • WHO'S IN IT?

The whole *Zelda* gang make an appearance, including *Zelda*, Link, Ganondorf, Skull Kid, Sheik and more. Link comes in three forms; Young and adult Link from *Ocarina of Time*, and cel-shaded Link from *The Wind Waker*.

### • OUR FAVOURITE IDEA?

Racing in the lands of Hyrule as adult Link from *Ocarina* would be utterly mint. We can imagine it right now, using the Master Sword to swipe other karts as they try to pass.

### • NOM RECKONS

*Mario Kart* games are so awesome we think a *Zelda Kart* game would be great fun. There could even be a cool story-driven Adventure mode in it, similar to *Diddy Kong Racing* on N64.



## Stop taking our games!

STAR LETTER

I've heard that *Resident Evil 4* is coming to PS2! Apparently it's 'cos fans all over the world requested it. I'm sure there are lots of requests for *GTA* on GameCube, but does anyone do anything about it? NO!

That's another great GameCube exclusive out of the window. And don't say that it gives more gamers a chance to play a great game, because deep down you know it sucks, too.

Sam, Leeds

Okay, we admit it does sort of suck. We all love GameCube with a passion and like to see it get the credit it deserves with great exclusives. You're obviously a dedicated Ninty fan and that's great. All we say is don't get too worked-up over it. Still angry? Go and buy a PS2 and get your dad to run over it in his 4x4.



The N64 came out in 1997. GameCube came five years later. We probably won't get the next console until 2006. We don't think that's too quick. Five years is about the right time to change consoles. How would you like to still be playing blurry games on your dusty old N64? You wouldn't.

### >> GameCube Portable

I like coming up with crazy ideas, but I never know if they're good. I was thinking that GameCube discs are so small they would almost certainly fit inside a machine the size of the DS. Maybe the next DS will be able to play GameCube games!

Ben Pocknell, Ross-on-Wye

With the GameCube discs being as small as they are, having a future handheld console that can play them might not be as crazy as you think. It would be awesome to play all those GameCube classics on a portable.

### >> Gimme PokéOnline!

I want an online *Pokémon* adventure! Imagine walking around in a whole town full of real *Pokémon* Trainers who you could challenge. You could trade with them and prove your skills in massive tournaments without leaving your house!

Garnt Maneetapho, via email

A game like this would be every *Pokémon* fan's dream. Nintendo is starting to support online gaming as the DS's wireless internet functions show. This means an online *Pokémon* game is a real possibility. Are you listening to this, GameFreak?

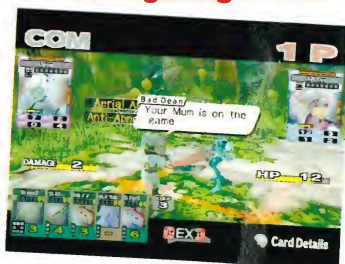
### >> Spread love, not war

I get picked on by PS2 and Xbox fans and I'm fed up with it. This shouldn't happen. We are all gamers. We just buy games from different companies. Everyone should just have their own opinions, enjoy the games, and leave the competitive stuff to the developers.

Alasdair Redfearn, Ely

PS2 and Xbox fans shouldn't have much to say – put *Halo*, *GTA* and *Pro Evo* to one side and they've got nothing else to boast about. You could reel off ground-breaking Nintendo titles all day. Still, like you say it's all about the games, so tell them to increase the peace.

### >> Online gaming SUCKS



I think Nintendo is right not to support online games on GC. I had a subscription to Xbox Live, but it was full of cheats! This took all the fun out of it. It's more fun playing GameCube's awesome multiplayer games with friends. Suleman Ahmed, Oldham  
Online gaming is a miracle on paper – play games with anyone in the world. But it's a fact that it's full of anti-social jerks. It can be fun – Dean loved swearing in *PSO III*, but when Ninty enters online gaming for real, you know it'll be fun and safe for all to enjoy.

## Ask the Xmas Tree!

**Q:** I just found out that the Nintendo DS is going to be region free. But does that mean if I bought an American one I could play UK games on it when they're released next year?

Aaron Boxley, Cradley Heath

**A:** That's absolutely correct, Aaron. If you're having a holiday in the US within the next month or two, you could pick up a DS before anyone in the UK. You'll be the king of all your pals for a while.

**Q:** Hey I was just wondering, why does Wario have no lips? It's been bothering me for ages.

Phillip Goldney, Plymouth

**A:** You must have dirt in your eyes. He does have lips. Can't you see them? Look closer, you silly fool.

**Q:** Is the Nintendo DS the actual GameCube 2 and, if not, are there any plans for a GameCube 2?

James Spindler, Swindon

**A:** Have you had your head stuck down a dark hole for the past six months? The next GameCube (or Nintendo home console) is currently being called Revolution. Not DS. And its release is over a year away, at least.



**Q:** Where's *F-Zero AX*? I've heard loads about it and I'd love to nip to the arcades to show off my skills to the public. When will it be out in UK or is it out already?

Anon, via email

**A:** The only machine I know of is in the Trocadero in Piccadilly Circus, London. But if any of you out there have seen one elsewhere, let NOM know.

**Q:** What do you want for Christmas? I'm not going to buy you anything. I was just wondering.

Joe Williams, Hertfordshire

**A:** Apart from a copy of *Metroid Prime 2*, I'm hoping for a luxury root-conditioning pack with some soil fertiliser. Oh, and a giant fire extinguisher in case any of my cheap electric lights catch fire and burn my needles off. You never know...

**Q:** Will there be a *Pikmin 3*? I'd love to find treasure on Olimar's homeworld!

Colin Ross, Leeds

**A:** But everything on Hocotate would be normal size, you plum!





## Yoshi's Art

We got soooo much cool art this month we didn't have enough space to print it all. Keep 'em coming!

AWESOME sprites of JUSTICE!  
by Richard Pennington, Liverpool

**RUNNER-UP**

NOM's first Xmas card. THANKS!  
by Eddy Hurst, Warrington

A Paper Mario fantasy.  
by Henry Burrell, Rotherfield

The crazy Wario Ware gang  
by Jamie Read, Fareham

That sacred place we all love.  
by Joe Medforth, St. Albans

Yeah, cheers Wario.  
by Mohammad Shakeel, Bristol

**RUNNER-UP**

When Samus stares, you run.  
by John Rotherwell, Wallasey

The NOM boys. Big head cheat: ON  
by Katherine Haywood, Barnsley

Great work by young Jack!  
by Jack Scorey, Hertford

\*we get hundreds of pictures each month, making it impossible to send them back. If you desperately want to keep your pics, send us a photocopy or an SAE!

## My DS Game

We asked you to design your own DS game. We rummaged through the entries and picked out the best. Here are the top four...

**RUNNER-UP**



It's Mario in a world full of crazy mini-games. Scratch that beats on decks, tie shoe laces with the stylus and send fart sounds to mates!  
by Stuart Gregory, Cwmbach



Stephen shows us exactly how the next Star Fox game should work. It's very similar to Lylat Wars on N64, but with huge nukes instead of wimpy little bombs.  
by Stephen Johnson, Sanderstead



Kayleigh went to a lot of trouble designing loads of characters.  
by Kayleigh Powis, Romford



We love Charlie's idea of a game that lets you DRAW your own hero to use in the adventure. That's genius.  
by Charlie Purkiss, Salisbury



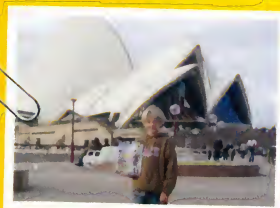


## SPOTTED!

### Round the world SPECIAL

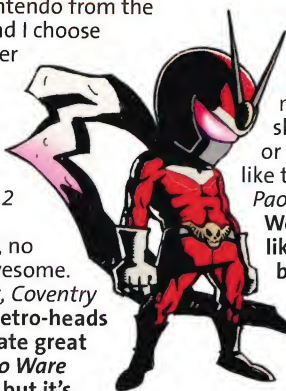
I've got a *NOM* record I don't think anyone can beat. I took my July issue with me to San Francisco and Los Angeles in America, then to Sydney in Australia, Hong Kong and more. Here are the pics to prove it!

*Cameron Wood, Wickersley*  
Woah, man – that must have been one hell of a journey for our lucky issue of *NOM*. Why couldn't you just take the *NOM* team instead of the magazine? If anyone can beat this, we need to see it.



### >> Retro a-go-go, baby!

I've loved Nintendo from the beginning and I choose gameplay over graphics. That's why I love retro-style games. *Viewtiful Joe 2* and *Alien Hominid* will, no doubt, be awesome. *Peab Garbett, Coventry*  
It's not just retro-heads who appreciate great games. *Wario Ware* looks rough, but it's the gameplay that matters, while *Prime 2* is stunning AND hardcore.



### >> Game tunes rock

I really love your free CDs. My mum doesn't mind me playing them because it's all classical music. I think you should make a *Metroid* or *Mario* CD 'cos I really like the tunes!

*Paolo Hollis, via email*

We're glad your mum likes them. When you're bored of those try 50 Cent's album; see if she likes that, too.

We know you guys love the CDs and we'll bring you more, but we need the developer dudes to give us the choons.



## Text the Editor

Tell us what's on your Mother Brain.

Now you can let us know how you feel about the world of Nintendo on a text!

Tap in 'TXT', leave a space, add your message and send it to 84070. You must get permission from the bill payer before texting us as each text costs 25p to send. Every text sent to us can be viewed online at [www.clubnom.com](http://www.clubnom.com) and here's just a small selection of your ramblings:

\* As this young boy stood, faced with an impossible challenge, he still draws his sword, showing no fear. What is this noble warrior's name? Link.

\* Can you get a gun on animal crossing i need to kill apolo

\* Please give us some new Posters, NOM. My walls are a bit outdated with *Metroid Prime* & greatest games 2003

## THE QUILL'S MAIL WISH-LIST

Even more reasons to get in touch with the crew at *NOM*!

We like getting all your letters almost as much as we love those girls that hang around near the game booths at Japanese conventions. Now spill your brains on these important issues...

### NINTENDO'S OLDEST GAMER

Does your gran play GameCube? Have you got a 70-year-old uncle who's addicted to *Pokémon*? Are you an older gamer who still loves the joys of Nintendo? Contact us!

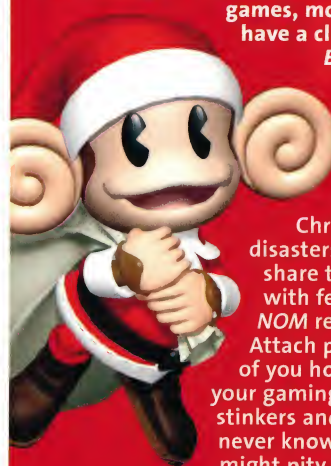
We want to see pictures of the oldest Nintendo gamers in the land working those gaming fingers on their Nintendo fun-machine. Get out your camera, take a few photos and send them into the usual address marked as Nintendo's Oldest Gamer.



### CHRISTMAS TALES

Parents can't be trusted. You know this to be true. They may know loads about life and all that boring stuff, but when it comes to decent games, most of them don't have a clue. If you get

*Barbie Secret Agent* or *Asterix and Obelix XXL* this Christmas, when you hoped for *Metroid Prime 2* or *Minish Cap*, we want to know. Don't keep your despair to yourself. Write to us about all your



Christmas disasters and share them with fellow *NOM* readers. Attach pictures of you holding your gaming stinkers and you never know, we might pity you

enough to send you a good game. Although we'll probably just laugh.

**Don't forget... Label each of your entries correctly!**



### HAPPY BIRTHDAY NOM!

We're turning 150 in two months time which makes us the oldest games mag in the UK.

It's been a world of fun for all these years and we want to know your favourite memories. Tell us:

- Your favourite issue
- The best review
- Your favourite cover
- The gift you loved the most

Dot down 20 words on each and send them in to the usual address.

**Send us your entries by Jan 5th**

Email: [nintendoletters@emap.com](mailto:nintendoletters@emap.com) (mark entries by category)

Post: Quill's Mail, *NOM* UK, Bushfield House, Orton Centre, Peterborough, PE2 5UW

Don't forget to add your name, address and phone number!



# Mintendo

MONTHS  
UNTIL  
THE END  
OF THIS  
LEAGUE

0  
2

Look at  
Dave Every!  
He's basically  
laughing at your  
lack of any  
skills!

## HALL OF FAME

### ALL TIME GREATS

input your initials\_\_\_

Player.....Credit(s)

1. Dave Every.....43
2. Ben La Brooy.....21
3. Stephen Dale.....20
4. Chris Halcrow.....16
- =. Dan Craig.....16

Player.....Credit(s)

6. Lawrence Armitage.....13
7. Sam Miles.....11
- =. David Haynes.....11
9. Benjy Denis, D Harrison.....8
- =. Fraser Chamberlain, M Dormer.....8

### ISSUE 147 CHALLENGE RESULTS

LEVEL	RANK	NAME	SCORE
SUPER MARIO	1st.	Dave Every	00'17''68
SUNSHINE, BEST	2nd.	Alex Grebenar	00'18''55
SURF SWIM TIME	3rd.	George Wetherly	00'19''15
TIMESPLITTERS 2,	1st.	Sam Miles	00'21''400
BEST TIME,	2nd.	Dave Every	00'24''100
BRICKING IT	3rd.	Fraser Chamberlain	00'25''200
MARIO KART: DD,	1st.	Dave Every	7'12''612
BEST TIME,	2nd.	Ben La Brooy	7'14''954
STAR CUP	3rd.	Fraser Chamberlain	8'08''402
T.H.U.G. 2,	1st.	Lawrence Armitage	6,022,503
ARCADE CHALLENGE,	2nd.	Liam Wright	1,155,790
BARCELONA	3rd.	Connor Brightman	1,042,640
BANJO-TOOIE, MOST	1st.	Dan Craig	34 goals
GOALS, MAYAHEM	2nd.	Benjy Denis	17 goals
KICKBALL FINAL	3rd.	Chris Halcrow	10 goals

### NEW LEAGUE CHALLENGES

- NO 1.  
**LOZ: THE WIND WAKER**  
Best distance, Bird-man  
Contest, Flight Control  
To qualify: 200 yards
- NO 2.  
**SUPER MONKEY BALL 2**  
Highest score, Monkey  
Target, 15 Rounds, 1 Monkey  
To qualify: 3,500
- NO 3.  
**F-ZERO GX**  
Best total time,  
Sapphire Cup  
To qualify: 15'00''00
- NO 4.  
**T.H.U.G. 2**  
Highest score, Arcade  
Challenge, Berlin  
To qualify: 20,000
- \*\*\* RETRO CHALLENGE \*\*\*  
**RIDGE RACER 64 (N64)**  
Fastest lap, Stage 2,  
Intermediate, any car  
To qualify: 2'50''00

### INSERT COIN(S)

Every four months, NOM UK will crown the top player and award them a mystery prize. Players finishing the league in second and third place will also get a prize. You won't win anything for topping a monthly competition, but your Credits will count towards your ALL TIME GREATS total. This month's scores are the second standings of the new league.

How Credits are scored...  
First Place ..... 10  
Second Place ..... 5  
Third Place ..... 2  
Qualify ..... 1

NOM UK requires proof of your exploits - a photo, print-out or video will do, but make sure we can clearly see the score. No cheating is allowed and any suspicious

entries will be fireballed by Mario. The closing date for this issue's challenges is December 28th! Send entries to Hall of Fame, Nintendo Official Magazine UK, Emap Active, Bushfield House, Orton Centre, Peterborough, Cambridgeshire, PE2 5UH. Alternatively you can email them to rob.burman@emap.com, with Hall of Fame as your subject. Also, include a picture or you won't get your mug in the mag.





## #12 Tetris

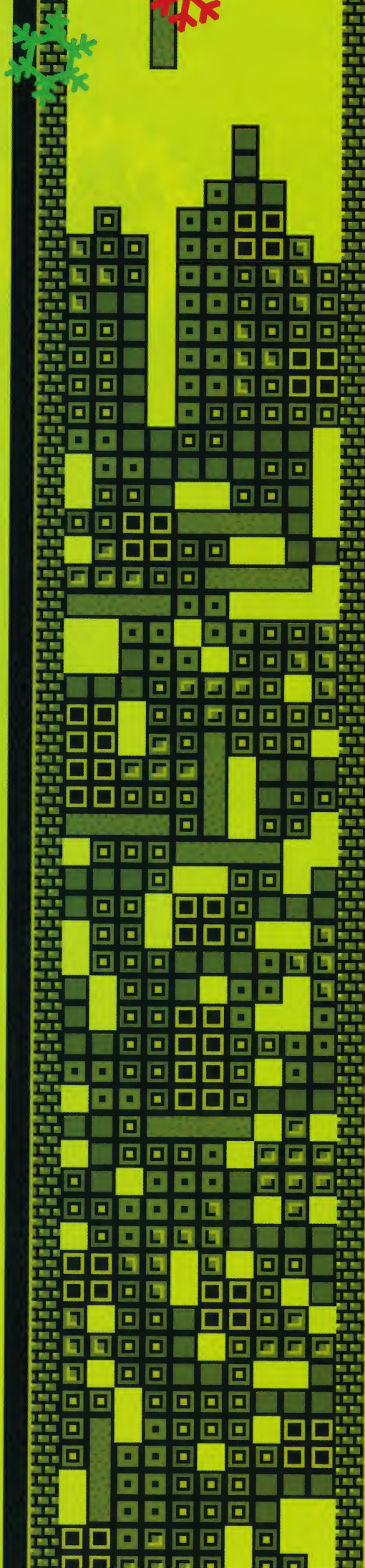
This is Hakan Simsek. He may look like some tragic refugee who's wandered in off the street, but he's actually the new Associate Art Editor of *NOM*. The first thing he asked on his first day was when was he getting a free console. Dean held up a Limited Edition *Zelda SP*, Hak's eyes lit up, then Dean snatched it away and laughed. As if, Simsek, as if.



"Tetris is an all-time classic. I love that feeling of impending panic when you've set up your blocks and you're waiting for the long one to come down. You get a square. Okay, that can sit on the top. An L-shaped one? I'll wrap that around the square. OH MY GOD. An S-shaped one? Where the hell is that going to go?

"Allah! I've put it in the wrong place now! Oh no, I've blocked the gap up where the long one was going to go. Don't panic, Hak, just clear the blockage. What's next? Merciful Allah! It's the bloody long one! Where the hell have you been you little piece of crap? Dammit, you'll just have to go at the side. Oh no! ANOTHER ONE. This game hates me. I can't cope.

"And then the whole screen fills up, the Game Boy makes that horrible wail, and it's Game Over. The soothing music kicks in as I input my initials and settle my blood pressure down for one more go. Okay, let's go again. This time I'm going to get over a hundred lines or I'm a big fat woman."



SCORE

0

LEVEL

0

LINES

0





**Next Month in the BAG**

**THE ONLY  
OFFICIAL  
FOUR  
SWORDS  
GIFT**

**ONLY IN  
NOM  
UK!**



**IT'S  
THE BEST  
GBA GIFT...  
EVER!**

**DS IS HERE!**



**BRING  
ON THE  
DS!**



Now Month in the MAG

BUY IT  
FROM  
JAN 14<sup>th</sup>

# THE ONLY OFFICIAL REVIEW OF DK: JUNGLE BEAT

You'll see...

- Barmy bongo boss battles!
- Crazy jungle japes, too!

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PLUS!

TIGER WOODS!

FEEL THE MAGIC!

... AND LOADS MORE!

ALL THE STUFF FROM JAPAN! Pokémon Dash! Mawaru Made in Wario! Chokkan and much more!





God, I hate Christmas! It's the one time of year I wouldn't mind being some posh bird's coat as long as it meant I didn't have to buy presents for people. Surely just being able to get ME a present should be enough for them? Selfish idiots.

## The next three Zeldas!

Seal exclusively exposes Link's next moves after the stunning GC *Four Swords*.



### THE LEGEND OF ZELDA: ONE MAN BAND OF DESTINY (GBA)

Not content with giving everyone's favourite fairy boy a single instrument to change the wind or travel through time, Nintendo go the whole hog this time. In order to see a characters destiny, Link's latest quest sees him knocking together the cymbals on his knees, jumping on the kick drum, strumming a guitar and blowing a harmonica. Only for the game to respond "You cannot use that at this time".

### THE LEGEND OF ZELDA: MAJORA'S MORTGAGE (GC)

In keeping with the game's mature look, the new GameCube *Zelda* deals with mature themes and issues. Link wonders how he'll ever afford to get on the Hyrulian property ladder and becomes clinically depressed chopping down bushes and long grass for rupees to scrape together a deposit. His situation is compounded when he finds a positive pregnancy test in the bathroom cabinet.



### THE LEGEND OF ZELDA: THE SIXTEEN SWORDS (DS)

Eager to show off the full wi-fi capabilities of the DS, Nintendo dreams up a 16-player co-op extravaganza. Will you be the green Link? Or the slightly lighter green Link? What about darker green Link? You also touch characters to talk to them, but Tingle remains silent until you have run your stylus all over his body for at least ten minutes.



## Excuses for losing



At Xmas time you can't avoid coming into contact with people, so you might have to play a multiplayer game. But what if the unthinkable happens and you lose? These excuses cannot fail...

1. "I let you win because you've got that disease. What? You mum hasn't told you yet?"
2. "The stink from your armpits is interfering with the signal from my Wavebird."
3. "I blinked during the game but something went wrong and my eyes stayed closed."
4. "I'm practising being rubbish so girls don't think I'm a games nerd like you."
5. "I didn't want you to cry on my joypad and break it."
6. "It's Lose-On-Purpose day."
7. "I wanted to hear your character's victory music for a change. I'm bored of mine."
8. "You keep using the same moves, so I thought your pad was broken and stopped playing the game."
9. "My GameCube is a different colour so the controls are slightly different."
10. "How am I supposed to see the split screen on your tiny little TV?"

## Seal's Christmas Carol

(sing to the tune of *White Christmas*)

*I'm dreaming of a Nintendo DS,  
Just like the ones I saw in NOM,  
Pictochat will be silly,  
I'll draw a giant willy,  
And send it to my Mom.*

*I'm dreaming of a Zelda SP,  
With the spangly  
Triforce on the top,  
It'll make Minish  
more fun,  
And if I don't get one,  
I'll just nick it from  
the shop.*





# Fanz

Games

Nokia - Motorola - Sony  
Ericsson - Siemens - Sharp  
- Samsung - Sagem - LG



**Penalty**  
After testing your abilities as a player it's your turn to see how good a goalkeeper you are.



You must have a wap enabled mobile! Does this game work on your handset? Call 087 12 225 326 (UK Nat Rate) for compatibility.

**YOUR NAME ON YOUR SHIRT**

	RED	WHITE	BLUE
1	341502	341402	341602
2	341503	341403	341603
3	341504	341404	341604
4	341505	341405	341605
5	341506	341406	341606
6	341507	341407	341607
7	341508	341408	341608
8	341509	341409	341609
9	341510	341410	341610
10	341511	341411	341611

to order your football shirt showing your name (up to 16 characters)  
SEND SMS NINTENDO +  
NUMBER + NAME to the SMS Shortcode  
eg: for Frank n°8 on a blue shirt  
Send NINTENDO 341608 Frank

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Spain	France	Germany	Italy
131588	131758	131182	131692
USA	China	Japan	South Korea
131784	131693	131791	131723
Russia	Poland	Czech Republic	Slovakia
131615	131726	131858	131141
Ukraine	Bulgaria	Romania	Greece
131614	131676	131127	131665
Croatia	Serbia	Montenegro	Albania
131797	131688	131200	131666

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## Polyphonics & Monophonics

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HOT TONES	MONO	POLY	HOT TONES	MONO	POLY
HUNGRY EYES - eyeopener	114945	124945	LOSE MY BREATH - destiny's child	114703	124703
BRIDGING THE GAP - nas	114995	124995	I BELIEVE IN YOU - kylie minogue	114900	124900
CURTAIN FALLS - blue	114930	124930	NOTHING I WON'T DO - special d	114411	124411
MISUNDERSTOOD - robbie williams	114955	124955	YOU CAN DO IT - ice cube	114816	124816
RIDE IT - geri halliwell	114897	124897	I LOVE THEM HOES - eamon	114088	124088
I'LL STAND BY YOU - girls aloud	114998	124998	ANGELS - jessica simpson	114966	124966
NOTHING HURTS LIKE - d. bedingfield	114915	124915	DJ - jamelia	114680	124680
MY PREROGATIVE - britney spears	114715	124715	NOBODY'S HOME - avril lavigne	114700	124700
JUST LOSE IT - eminem	114789	124789	NEVER REALLY WAS - mario winans	114405	124405
MY 800 - usher and alicia keys	114730	124730	COULD WELL BE IN - the streets	114941	124941

YES!!! ALL RINGTONES LISTED are available as POLYPHONIC and MONOPHONIC

COMMON PEOPLE	MONO	POLY	NU METAL	MONO	POLY
COMMON PEOPLE - w. shatner vs joe jackson	114720	124720	I MISS YOU - blink 182	113552	123552
IRISH SON - brian mcfadden	114820	124820	MY IMMORTAL - evanescence	113277	123277
TEARDROPS - the 411	114942	124942	ALWAYS - blink 182	114629	124629
STOP - jamelia	114984	124984	SPECIAL K - placebo	114911	124911
THESE WORDS ARE MY OWN - n. bedingfield	114346	124346	BEHIND BLUE EYES - limp bizkit	113309	123309
YOU WON'T FORGET ABOUT ME - d. minogue	114923	124923	BRING ME TO LIFE - evanescence	112651	122651
HOW YOU DO - frankie	114398	124398	TAINTED LOVE - marilyn manson	111888	121888
YOU USED TO LOVE ME - gabrielle	114896	124896	BREAKING THE HABIT - linkin park	113955	123955
ROOM ON THE 3RD FLOOR - mcfly	114867	124867			
KICK UP YOUR DAUGHTERS - noise next door	114903	124903			
LOCK IN THE HEAD - westlife	114830	124830	MARY - scissor sisters	114541	124541
SOME SAY - kristian leonlou	114897	124897	SPITTING GAMES - snow patrol	114350	124350
STAY WITH YOU - lemon jelly	114988	124988	THE LOVE OF RICHARD NIXON - manie's	114884	124884
OUT OF THE BLUE - delta goodrem	114850	124850	DON'T EVER THINK - the zutons	114887	124887
LONG NIGHT - the corrs	114992	124992			
OLD HABITS DIE HARD - mick jagger &	114994	124994			
ALL THAT I'M ALLOWED - elton john	114963	124963			
WHO I WANT - wet wet wet	114975	124975			
WHO IS IT - bjork	114882	124882			
KINDA LOVE - danius	114883	124883			
STRANGE LOVE - phixx	114933	124933			
WHITE HOUSES - vanessa Carlton	114936	124936			
LEAVE (GET OUT) - jojo	114198	124198			
LOVE MACHINE - girls aloud	114506	124506			
RADIO - robbie williams	114717	124717			
MORE MORE MORE - rachel Stevens	114661	124661			
LEFT OUTSIDE ALONE - anastacia	113616	123616			

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**FOOTBALL**



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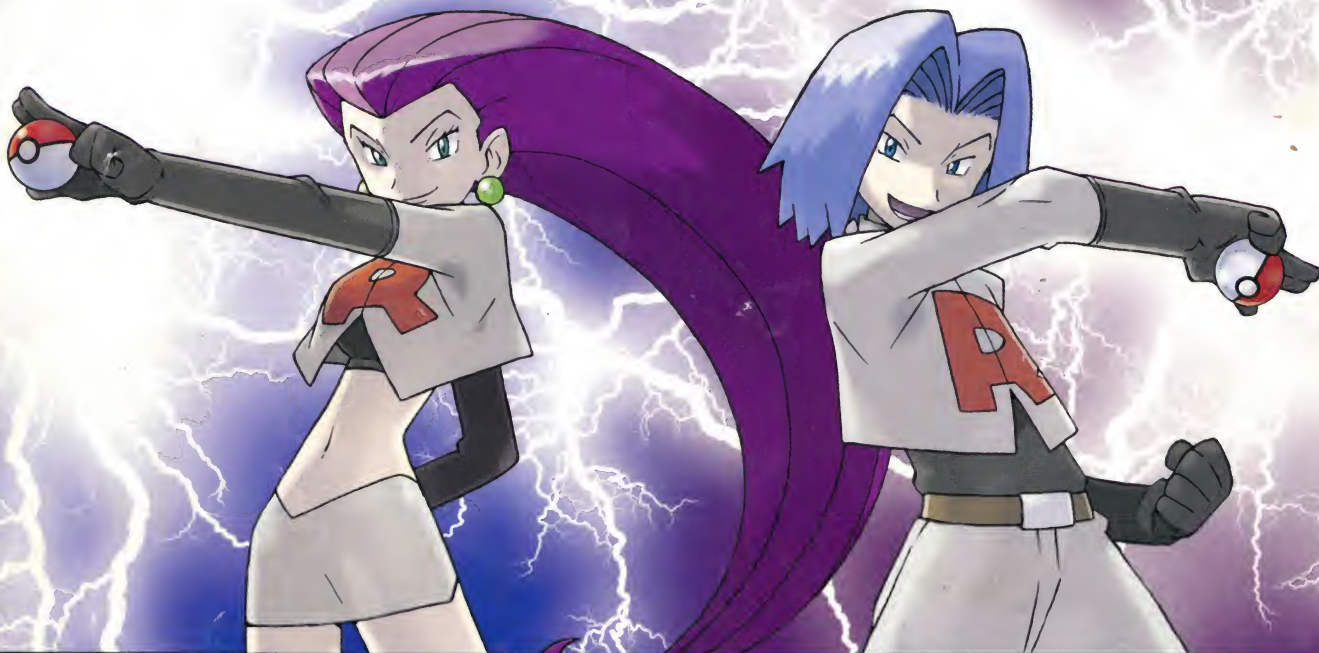
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# Pokémon

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